

THE OFFICIAL

## STARTREK FACT FILES 193

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Your guide to an omnipotent race

The U.S.S. EQUINOX
Captain Ransom's crew



**'Blink of an Eye' Aliens**A species outside normal time

Omega Molecules
Containing explosive elements

**The Genesis Cave**Subterranean paradise

Naomi Wildman Delta Quadrant childhood

JEM'HADAR ATTACK SHIP:

Dominion soldiers' battle-ready bridge





## OFFICIAL



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#### Published by GE FABBRI Ltd.

Elme House 133 Long Acre London WC2E 9AW

#### Produced by Aerospace Publishing Ltd. 179 Dalling Road London W6 0ES

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Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd

Trade distribution by COMAG (Tel. 01895 444055) PHOTO EDITOR, LOS ANGELES: Larry Nemecek ART EDITOR, LOS ANGELES: Guy Vardaman RESEARCH COORDINATOR, LOS ANGELES:

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New Alphabetical Entries and Updates

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## THE O CONTINUUM INDEX

The omnipotent members of the Q Continuum rank among the most powerful life forms that have been discovered by the United Federation of Planets. Their amazing powers and godlike sensibilities make them a much feared race.

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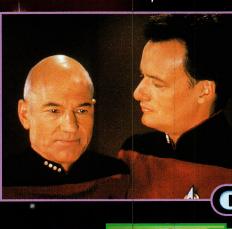
STAR TREK:

THE NEXT GENERATION

STAR TREK: DEEP SPACE NINE

STAR TREK: VOYAGER

- Follow the adventures of these incredible beings, from their first contact with the United Federation of Planets to the astonishing events of the Q Civil War.



**Q** and Picard

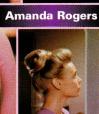
**Q** has returned to taunt Captain Jean-Luc Picard on a number of occasions since their first encounter in 2364.

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Q visits Amanda Rogers in 2369. He instructs her to join the **Q** Continuum or face death.



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The Powers of Q

CARD 41

We are omnipotent. There is nothing — nothing — we can't do. — Q to Amanda Rogers

**Q** even has the power to make the android **Data** laugh.

Q and the Borg

**Q** initiates premature first contact between the United
Federation of
Planets and the

Borg in 2365.



**Powerless Q** 

Q displays a previously unseen humanity when his powers are removed.



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**Q** favors the appearance of a judge from Earth's 21st century when he accuses humanity of being inherently savage.

The Inimitable Q



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**Odo**'s life has encompassed many traumatic moments, from being the subject of scientific curiosity to discovering that his people are the **Founders** of the **Dominion**. Throughout it all, he has carried out his duties with admirable stoicism.

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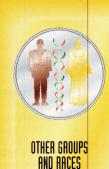


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#### The Guide to the STAR TREK Galaxy

FILE 18 CARD 128

#### THE 'BLINK OF AN EYE' CIVILIZATION



OTHER GROUPS AND RACES

The inhabitants of a unique **Delta Quadrant** world exist in a singular state of temporal displacement. Their civilization develops at an accelerated rate, when in fact mere hours have passed in normal time.

ne of the most remarkable native races of the Delta **Quadrant** inhabits a planet unlike any other in the known Galaxy. On their world, time progresses at a rate far accelerated from the norm; a standard second of universal time equates to almost a day on the planet. A further unique feature is that the world has a tachyon core, with a subspace particle field running between the poles.

The native people are humanoid, with a ridge looping around the bridge of their nose that recedes as they age. They are a highly adaptable species, able to make rapid technological progress.

Early inhabitants worship the visible stars as gods, making offerings of fruit and

vegetables on an altar. When a new star appears concurrently with the offering of a fire-fruit to the god Tahal and brief seismic activity, it is christened 'ground-shaker.' The interpretation of a local shaman is that as the firefruit has fallen from the altar, the new star wishes exclusive offerings of the fire-fruit, and it is no longer to be eaten by the people.

#### Trapped starship

From this point in the people's history, seismic activity is a regular feature of their existence. In fact, the cause is not the wrath of the gods but the U.S.S Voyager NCC-74656, a starship that is acting as a disruptive third magnetic pole after becoming trapped in orbit, but centuries pass on the

planet's surface before the people realize this. Over those centuries, various interpretations of the new star's meaning and desires evolve. In a period roughly equivalent to Earth's medieval period, Protector

Kelemane flies in the face of accepted teaching with his belief that stars are not gods, but that each houses a city of people. He further believes the ground-shaker holds a preeminent position over the other stars in

much the same manner as More traditionally, however, he is reluctant to eat the fire-fruit and retains the belief that ground-shaker is tremors. To this end, he is

#### The 'SKY SHIP' that can be seen high above the surface of the planet offers the civilization an incentive to achieve space flight and visit the Protector Kelemane believes the 'ground-shaker' to be a ruler among the stars. OTHER CARDS IN THIS FILE...

#### **87 THE TAKARIANS 118 THE KYRIANS**

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#### TEMPORAL REPERCUSSIONS

Unlike other worlds, this unique planet has a tachyon core that produces a subspace particle field between the poles. The core creates a spacetime differential between the planet and the surrounding space, accelerating the flow of time on the world's surface. Centuries pass on the surface while the U.S.S. Voyager NCC-74656 spends only hours in orbit.



The planet is unique when viewe from space – the poles of the globe appear to be flattened, and it makes approximately 58 revolutions per minute. Astronaut Gotana-Retz succeeds in boarding the SKY SHIP and becomes the first of his race to make contact with the aliens who live aboard it: Captain Kathryn Janeway and her crew of Starfleet officers.





The EMH is away from the U.S.S. VOYAGER NCC-74656 for just a few minutes, but this equates to several years on the planet's surface. He is overjoyed to be back among his friends.



Protector Kelemane attempts first contact with the ground-shaker when he sends a message from one ruler to the other via a small hot air balloon which he releases into the atmosphere.

the first to attempt contact, floating a message requesting that the groundshaker cease the activity causing the tremors, and offering compensation.

Concurrent with the planet developing the internal combustion engine, the planet's structures are heavily reinforced with iron as a protection against the ground tremors that occur half a dozen times a month. By this point, astronomical progress reveals that the ground-shaker is a ship in the sky. The revelation prompts waves of merchandise, integrating with society and culture at all levels. Generations grow up with the desire to discover the secret of the Sky Ship, and regular radio transmissions of prime numbers and other mathematical constants are transmitted in an attempt at communication.

The area from where the Sky Ship was first sighted, on the planet's southern subcontinent, becomes part of the Central Protectorate, one of 26 contemporary states on the planet. It is here that the people make first contact with beings from another world, albeit unknowingly, as Voyager's Doctor lives among them for almost three years, leaving behind a son named Jason once he returns to his vessel. This is a period of tension: the Central Protectorate is subject to attack from a neighboring state, but eventually a peace treaty is



OTHER GROUPS

#### The Guide to the STAR TREK Galaxu FILE 18 CARD 128







signed. The region's most prominent cultural complex is located on the shore of the Eastern Lake.

Simply by its presence, the Sky Ship stimulates cultural and technological advance, with the guiding factor being a desire to make contact. This varies among the states, with some taking a hostile stance and others wishing peaceful communication. The Sky Ship even becomes an object of religious veneration, and one child's prayer begins 'Star of the night, star of the day, come to take my tears away. Make my life always bright ..

#### **Uut ot time**

The planet's inhabitants are still ignorant of the fact that their world exists outside the regular passage of time when two astronauts are launched on a rocket mission from the Central Protectorate, to learn as much as they are able to about the Sky Ship When communication with their launch control is lost, the astronauts broaden the directives of their mission to actually board the ship; they are astonished to discover a full crew apparently frozen and rendered motionless while in pursuit of their duties. They initially believe a form of stasis to be in operation, but later postulate that their accepted laws of physics might differ from those aboard the Sky Ship. Only the pilot, Gotana-Retz,

survives the transition to the standard passage of time, and becomes the first of his kind to meet the inhabitants of the Sky Ship, thus realizing the dream of many generations.

#### Advancing technology

During Gotana-Retz's time progresses at the accelerated rate on his planet, and he is still aboard the ship when

developed and a succession of antimatter torpedoes bombard the ship. These missiles are launched at intervals of three days, each than its predecessor. Gotana-Retz elects to return to his people and explain to them that the Sky Ship means them no harm.

warp technology is

With the knowledge of what the vessel is and how it affects the planet, technological progress rapidly advances to a level beyond that of the observing Sky Ship; craft are developed, employing remove the trapped Voyager from the tachyon field holding it in orbit. Another innovation is a temporal compensator, worn on the wrist, that permits a resident of the planet to exist within their

#### GALAXY **FACTS**

- When the Doctor visits the planet, a popular sport is played in which teams are named after geographical locales within the Central Protectorate, such as Lakeside Mountain and Red River. Torelius is a noted Defender.
- Torelius's grandson later follows his grandfather's example and becomes a Mountain player, albeit during a less successful time.

own time frame yet communicate with someone experiencing standard Galactic time.

It is postulated that, once the Sky Ship departs, there will be nothing to stimulate this is countered with a sition: the departure will stimulate a desire to follow

#### IN THE BLINK OF AN EYE

#### Rapid planetary development

Over the course of just a few days, the planet undergoes such a rapid development that its civilization progresses from living in small villages to existing as a species with a level of technology far greater than the Federation.



Early native inhabitants worship each star as a separate god, the star's size determining the size of the altar offerings made to it. The shamen of this period are influential in interpreting signs from the gods.



Protector Kelemane is a rare individual thinker of his era, and has his own theories about the stars and what they represent. He is fascinated by the SKY SHIP, and attempts to make first contact with it.



Consensus holds the SKY SHIP responsible for the tremors affecting the planet, but it is also believed that this is not intentional, as the opportunity is there for inflicting far greater damage.



Aged former astronaut Gotana-Retz sits by the ancient altar and watches VOYAGER depart orbit. He is instrumental in arranging this, and the time differential on the planet allows him to watch it decades later.

#### BRIDGE

LOCATION:

DECK

The S.S. Raven NAR-32450 is more than a starship to the Hansen family. It is their home, their workplace, and their protection from the Borg collective while they study and track this deadly race.

Ten years before Starfleet's first fateful encounter with the Borg collective, husband and wife exobiologist team Magnus and Erin Hansen set out to find, track, and observe a Borg cube at close range. For the next two years their civilian spacecraft, the S.S. Raven NAR-32450, is their home and the full extent of their young daughter Annika's world

The family appear to occupy only one of the several decks visible from the exterior. The others may be used to store the supplies and equipment necessary for the projected years that their journey might take. The crew decks are located in the upper part of the ship, while the lower levels can hold cargo, as indicated by eight large cargo doors on the underside of the ship. Additional space to the rear of the living area may also be for storage purposes.

#### LIVING SDace

The habitat level is divided into three main areas. The forward-most of these is the bridge, set into the bow of the ship. The central feature of this room is the main helm control station, a freestanding console positioned in a semicircular arrangement. The console may be operated from standing, or by sitting in the chair provided.

This station handles essential functions such as engines and navigation, and can be linked into the sensors as well. An illuminated yellow strip stretches across the top of the console; this flashes green in an emergency. The top surface of the helm console can also be used as a work area, and is generally littered with



The S.S. RAVEN NAR-32450 serves Erin and Magnus Hansen perfectly; the vessel is easily operated by just two personnel, and is not powerful enough to attract the attention of the Borg. The vessel also has sufficient room for their daughter, Annika, to join them on their expedition.

PADDs and other paraphernalia.

The displays can be programmed to emit an alarm when sensors detect certain spatial phenomena, such as triquantum waves, but further analysis of the source of such phenomena is made at the rear workstations. One of the console's monitors can also be patched through to the small camera worn by Magnus Hansen on his clandestine away missions to the Borg cube.

A large viewscreen at the front of the bridge looks out onto space. A high, wall-mounted display is set into the bulkhead to either side of this, with storage lockers further aft on both the port and starboard sides. Some of little Annika's drawings and paintings fill the few empty spaces, bringing a touch of color and parental pride to the room.

To the aft of the bridge is a recessed entry area with an illuminated panel in the roof and a

huge master display of the Raven on its back wall. Beneath this sit two low sets of storage shelves and display podiums. Doors to either side lead to other parts of the ship: the port door allows access to the living area, while the starboard door leads to a second, unspecified area.

#### Standard workstations

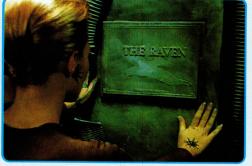
A series of workstation consoles are set into the bridge's aft bulkhead, two to either side of the rear alcove. These follow a standard Starfleet interface configuration of a slightly angled horizontal console at elbow level with a large inclined display set vertically into the wall at head height. Magnus generally sits at the station on the far right, Erin at the one on the left. The former can be used to operate the Raven's site-to-site transporter, the latter to take sensor readings. The gray and black chairs



Young Annika Hansen often joins her parents on the bridge of the S.S. RAVEN NAR-32450, and regularly sits with her mother while her father Magnus transports to the BORG CUBE that they are tracking. Annika later hides underneath the helm console prior to her assimilation into the collective.



Erin Hansen uses the helm console on the bridge of the S.S. RAVEN NAR-32450 to monitor her husband Magnus when he undertakes research missions to the BORG CUBE. She is able to operate the transporter systems from this position when his bio-dampener field loses power.



In 2374, Seven of Nine finds herself once again on the bridge of the S.S. RAVEN NAR-32450. Her memories of the vessel come flooding back when she locates the simple bridge dedication plaque.

for these stations are padded and angled slightly for maximum support. Additionally, on the port side of the alcove is the ship's dedication plaque, bearing its name and a stylized raven image.

#### Comfortable rooms

The last of the chambers is the general living area. Panoramic windows provide a view of the surrounding space, with the sliding door leading into the cockpit set forward. Illumination is provided in part by elliptical lights set at chest height around the walls. A long couch is set alongside the left wall, in front of which is a low table fitted with a computer access terminal.

The room is decorated in the warm creams and tans that remain in favor with Starfleet interior design through to the mid-2360's, with a cream and red carpet. Efforts at making the room homely include potted plants and a wall covered in more of Annika's drawings. A stuffed toy belonging to the girl sits on the couch, with a red rocking horse toy nearby.

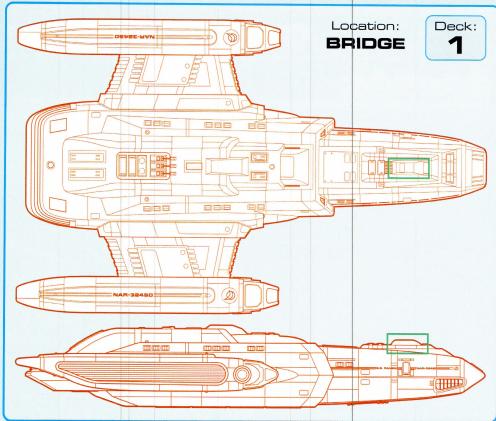
#### Devastation

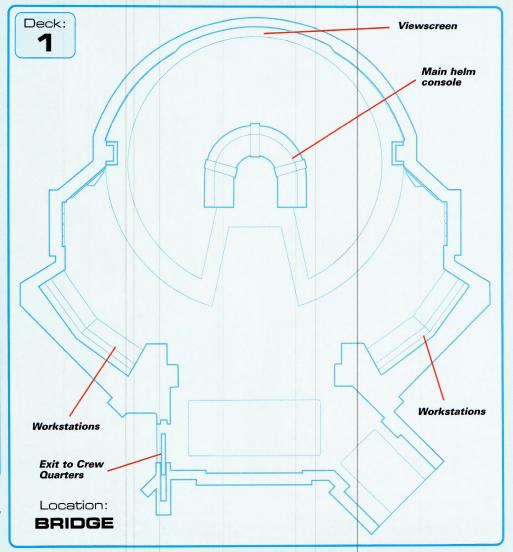
In 2356, the *Raven's* **multi-adaptive shielding** – a revolutionary design feature that hides it from Borg sensors – fails during an **ion storm**, forcing the Hansens to crashland their ship on a **Class-M** world. The Borg soon find the family and assimilate them.

Nearly two decades later, the wreck is discovered by *U.S.S. Voyager NCC-74656* crew members **Lt. Commander Tuvok** and **Seven of Nine** – formerly Annika Hansen. The consoles are barely functional, and structural girders and debris cover the floor. A huge gash in the bow takes the place of the main viewscreen. The *Raven* is, sadly, barely recognizable as the warm and comforting place where Annika celebrated her sixth birthday with her family.



During the course of their research, the Hansens remove a drone from the BORG CUBE they are tracking while it is regenerating in its alcove. They beam the drone to the bridge of the U.S.S. RAVEN NAR-32450, where they subject it to a variety of scans.







PHENOMENA

#### The Guide to the STAR TREK Galaxy

FILE 5 CARD 3B

## THE GENESIS CAVERN



PHENOMENA

Created by dedicated scientists, the Genesis Cavern promises to provide a modern Garden of Eden; it points the way toward a future free of famine and offers unlimited expansion for the Federation. This new paradise, however, is swiftly visited by its own serpents, who bring with them violence and death.

he Genesis Cavern, a Class-M habitat enclosure beneath the surface of the Regula asteroid in the Mutara sector, is created by the field tests of the Genesis

Project. The cavern marks the completion of Stage 2 of this ambitious project, undertaken by a team of **Federation** scientists attached to the Regula 1 Space Laboratory and led by distinguished molecular biologist Dr. Carol Marcus

and her son, Dr. David Marcus

Genesis is a scientific research project whose goal is to devise a process of rapid terraforming, by which previously uninhabitable worlds can be made suitable for human colonization. The process begins with a massive detonation that effectively disintegrates the test site, reducing the entire area to subatomic particles. A preprogrammed matrix then reassembles these

subatomic particles into the desired configuration, creating in a period of hours an atmosphere and environment that is inhabitable by humans, whatever the test area's original composition.

The process creates a



inside the Genesis Cavern is like a primeval forest, with lakes and lush vegetation.

contains enough food to last the scientists and Starfleet officers a lifetime.

completely new biosphere, with pre-selected varieties of plant life. In theory, the Genesis Device will be launched from a starship in a specially designed torpedo, from a low orbit around the selected planet. As the cavern is created

while the project is still subject to high security, however, the activation of the Genesis Device and the results of doing so are kept out of sight. After a successful laboratory trial, a control center is constructed for the second

#### CAVE OF SECRETS

#### Brave neш world

The scientists working on the Genesis Project are based at a well-equipped laboratory in a space station known as Regula 1, orbiting the kind of lifeless world that would be an ideal test site for the Genesis Device. The planetoid is a clever deception, however; anyone keeping a close eye on the progress of the Genesis Project would expect the device to be tested on the planet's surface, whereas in fact it has already been detonated in a specially excavated cavern far below the surface, out of sight of any prying eyes. To outside observers, meanwhile, the scientists are still waiting for the ideal moment to move to Stage 2 of their remarkable

ontained deep below Irface of a lifeless



#### GALAXY FACTS

- Admiral Kirk
  consumes a tender
  fruit while he waits
  for the U.S.S.
  Enterprise NCC1701 to retrieve his
  landing party.
- Kirk's stunned response to the Genesis Cavern prompts Carol Marcus to say "can I cook or can't !?"

test within a laboriously excavated antechamber.

The device is detonated deep inside the lifeless, Class-D asteroid Regula, resulting in a subterranean cavern teeming with life within the bowels of the asteroid. The ecosystem abounds in nutritious plant life, and is capable of sustaining more advanced life forms indefinitely.

#### New world to order

An antechamber to the Genesis Cavern measures approximately 350 cubic meters. According to Dr. Carol Marcus, it took the **Starfleet Corps of** Engineers 10 months to carve out of the unyielding bedrock of Regula. It is a utilitarian area, with adequate life support and the bare minimum of emergency supplies. It is a bleak contrast to the Genesis Cavern itself, and yet at the same time serves as a clever blind to those unaware of the scope of the project; visitors beaming down to the planetoid could be forgiven for mistaking this area, with its breathable atmosphere and no obvious life support

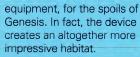


## The Guide to the STAR TREK Galaxy FILE 5 CARD 3B

THE GENESIS CAVERN



The Genesis Cavern is a vast, warm cavern filled with lush plantlife, and a multitude of animals. It is truly "life from lifelessness."



At the end of this unwelcoming antechamber is the Genesis Cavern itself, which Dr. Marcus and her team created in just one day. Accessed through secure doors, the corridor leads onto a mountain ledge, which looks out over a breathtaking vista that stretches on for several kilometers. Small hills in the middle distance are surrounded by a tranquil lake, and the whole scene is illuminated by a natural phosphorescence that gives the illusion of sunlight. Lush vegetation abounds, and the terrain ranges from verdant forests to tumbling waterfalls to snowcapped peaks. A fine mist drifts over much of the landscape, making the whole scene reminiscent of Earth before mankind had even come down from the trees: it is an innocent and untouched environment. The habitat is a perfect miniature of the most mesmerizing landscape, and it patiently awaits the human inhabitants who will bring vitality and meaning to its existence.

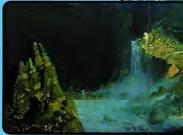
In 2285, **Admiral Kirk** and his landing party are compelled to spend two hours in the Genesis Cavern while the *U.S.S.* 



Enterprise NCC-1701 is struggling to activate its transporters. Even in the midst of a crisis, the Starfleet officers are moved to introspection and reflection by the cavern's beauty and serenity, and happily partake of the food they are offered by the scientists - Earth-type apples and bananas that have grown in the virgin environment. Despite its idyllic appearance, however, the Genesis Cavern carries within it the seeds of its own destruction. Unstable protomatter, used in the matrix's construction by David Marcus in his haste to have Genesis fieldtested, causes the ecosystems it has created to become dangerously erratic. This instability manifests itself first in an accelerated rate of growth, then in bizarre microclimatic upheavals.

Created as a place in which life can be nurtured, the cavern inadvertently becomes a haven in which to avoid death. The exiled





The climate inside the Genesis Cavern is reminiscent of prehistoric Earth, but this may change as the environment evolves at its enhanced rate.

genetic 'superman' Khan Noonien Singh and his followers learn of the Genesis Project, and recognize its destructive potential. If triggered on a world that already had indigenous life, the Genesis Effect would destroy that civilization and overwrite it with its own matrix. What was intended to create new life from barren worlds could, in unscrupulous hands, become the deadliest weapon of all.

#### Brave sacrifice

Khan, in the captured U.S.S. Reliant NCC-1864, ransacks the Regula 1 Space Laboratory, and overwhelms the staff of nine scientists. He tortures, and kills, the majority of the scientists, who valiantly use their lives to buy time for

the Marcuses to escape into the Genesis Cavern antechamber with the Genesis Device. When the Enterprise responds to a distress call from Regula 1, Khan uses his control over the Reliant's captain, Clark Terrell, and First Officer Pavel Chekov to ambush Kirk, Dr. McCoy, and Lt. Saavik, who are unable to prevent Khan's theft of the Genesis Device.

Khan's triggering of the Genesis Device and the subsequent disintegration of the Genesis Planet it creates sadly prove that the project was not viable. The eventual fate of the Genesis Cavern itself, deep beneath the surface of Regula, remains unknown, or as highly classified as the experiments that led to its initial creation.

#### A WORLD IN A CLOSET

#### Hidden beauty

The Genesis Cavern is the first stage in a project that will terraform entire planets into habitable environments. Stage 2 literally creates a pocket habitat, tucked away not on the surface of the Class-D Regula planetoid, but deep beneath its surface. The security of the project is paramount, and even if an enemy should beam down to the planetoid they would not immediately recognize what they had found. The transporter delivers travelers into a storage area with a breathable atmosphere that took the **Starfleet Corps of Engineers 10 months** to tunnel out; Admiral Kirk mistakes this for the Genesis Cavern, little realizing the marvels that lie just along a short tunnel.



David Marcus is not pleased to see the Starfleet officers, as he believes they are trying to appropriate Genesis.



FILE 31 OTHER FEDERATION STARSHIPS

#### U.S.S. EQUINOX NCC-72381

PERSONNEL

#### **CREW UNDER CAPTAIN RANSOM**

#### Stranded in the Delta Quadrant, the crew of the U.S.S. Equinox NCC-72381 abandon their Starfleet principles in a desperate attempt to hasten their journey home.

The *U.S.S. Equinox NCC-72381* is a small science vessel, ill-equipped for life in the **Delta Quadrant**. As such, its crew have to use all their ingenuity to survive the long journey back to the Alpha Quadrant. Unfortunately, this involves sacrificing a number of unique **nucleogenic** life forms to use as fuel – an action that is condemned by Captain Kathryn Janeway and the crew of the U.S.S. Voyager NCC-74656

Crew members **EQUINOX NCC-**72381 conspire to use Ankari technology to attract nucleogenic life forms. They then use the creatures bodies as fuel to speed their starship on its long journey



#### APTAIN RUDOLPH RAI

aptain Ransom is an officer of some celebrity within the Federation, as he found and made contact with the Yridians, a species previously deemed extinct by the Federation and the Borg. After being transported to the Delta Quadrant by the Caretaker entity, Ransom loses 39 members of his crew during an encounter with the Krowtonan Guard, a xenophobic race that attacks his ship, the U.S.S. Equinox NCC-72381, for violating its territory. Ransom's depleted vessel is unable to cope with the adverse environment of the Delta Quadrant; beleaguered, under attack, and commanding a vessel on the verge of collapse, the captain's adherence to Starfleet protocol, and the oaths of the Federation, are seriously eroded.

When Ransom meets a friendly race called the Ankari, he discovers that their gods are, in fact, nucleogenic life forms from another spatial realm; the captain orders his crew to conduct experiments to find out more about the creatures. The tests are, however, fatal to the aliens, as prolonged exposure outside of their realm results in their death. The experiments reveal, however, that the aliens' corpses can be used as an enhanced fuel for the Equinox's warp drive, leading Ransom to sanction the murder of more of the creatures in order to reach the Alpha Quadrant far quicker than his ship could through conventional means.

Under constant attack from the aggrieved aliens, the Equinox is saved by the U.S.S. Voyager NCC-74656, which itself becomes a target for attack. Initially feigning ignorance as to the motivation behind the aliens' attack, Ransom later argues that his actions are justifiable when confronted with the truth by Captain Kathryn Janeway. Escaping from the besieged Voyager, but unable to similarly leave behind his conscience, Ransom decides to stop killing the aliens. He surrenders to the pursuing Janeway, transports most of his crew to Voyager, then sacrifices himself in an attempt to pilot the Equinox to a safe distance before it explodes.



Captain Rudy Ransom, heading a demoralized crew, is forced to take extreme measures to get his ship home.

#### OMMANDER MAXWELL BURKE

s first officer of the U.S.S. Equinox NCC-72381, Commander Maxwell Burke Ifully supports the murderous experiments conducted on the nucleogenic life forms. On the U.S.S. Voyager NCC-74656, Burke is reunited with his old flame B'Elanna Torres, referring to her by the affectionate nickname B.L.T., by which she was known in her days at Starfleet Academy. Burke also playfully inquires after his sweater with the Starfleet insignia, which he once lent to B'Elanna and was never given back. Burke was a troubled student at the academy, and is surprised to hear of B'Elanna's early departure from her course, as he thought he would leave before her. He enjoys the amenities of Voyager, especially the food, but Captain Ransom warns him not to get too comfortable aboard the starship: they are not staying.

Burke agrees with Ransom that the Voyager crew would never condone their experiments, and the two men conclude that stealing Voyager's multiphasic field generator is now their best option. Using various triquadric algorithms, Burke is able to transport the field generator on to the Equinox and integrate it into the ship's systems, preventing the nucleogenic creatures from returning to their realm, and thus killing them. Diligent in his efforts to go home, Commander Burke is unwilling to relinquish command to Captain Janeway and so heads a mutiny against Captain Ransom when his commanding officer has a crisis of conscience; he orders that Ransom be taken to the brig. Burke's determination remains undiminished, even when the protective shielding around the bridge is removed, making it susceptible to the nucleogenic aliens. Commander Burke's life is curtailed when he is attacked and killed by the creatures he has tortured for so long.



Commander Burke proves to be far more desperate than his captain to return home eventually turning against Ransom when he admits that they have betrayed their Starfleet oath.





#### Harmonic Resonance Chamber



Captain Janeway informs her senior crew of Omega, as she has no Starfleet Command to turn to for support.



The Omega Molecule is notable - in addition to its immense power - for the brilliant blue light it emits.



The harmonic resonance chamber is conceived as a method of storing and neutralizing the Omega Molecule.

The harmonic resonance chamber is constructed in a very short space of time aboard the U.S.S. VOYAGER NCC-74656.



to dissolve Omega's intra-atomic bonds, despite her strong personal desire to attempt the harnessing and stabilization of the molecules.

Captain Janeway studies the modifications to the harmonic resonance chamber, and while she is wary of Seven of Nine's motives, she nevertheless grants her permission to construct the chamber within Cargo Bay 2.

#### Delicate tasks

Utilizing a number of specialized staff, Seven of Nine assigns tasks to individuals best suited to carry them out - Crewman Dell is given the job of calibrating the ionic pressure seals on the observation ports of the chamber; Samantha Wildman is in charge of bringing the power relays online; and Neelix is dispatched to gather as many isolinear processors as possible. Ensign Harry Kim is reassigned to chamber maintenance after contradicting Seven's command structure; the former Borg's style of leadership is questionable, but the harmonic resonance chamber is completed in an extremely short period of time.

Following the original Borg design as closely as available materials allow, the chamber consists of a large translucent sphere, supported by an external framework that contains a series of integrated manual control



Seven monitors the condition of the Omega Molecules from a nearby workstation in Cargo Bay 2.

interfaces and observation systems. The main containment sphere is around three meters in diameter, and is positioned within a thick circular collar, attached to a supporting cradle directly underneath the sphere. The cradle consists of a small raised circular platform, connected to eight outward-branching stanchions, forming a narrow but stable base. Connected to the outer edges of the stanchions is a series of support arms which angle upward and outward, attaching to the main circular collar around one meter from ground level. The support arms are narrower in cross-section, where they connect to the floor stanchions and collar. Their central sections are wider and reinforced to take the weight of the chamber, whose total height is raised to in excess of four meters by the supporting cradle.

The main collar in which the containment sphere rests is rectangular in cross-section, and contains a series of controls located within a number of illuminated square panels on the outer surface of the collar. Situated directly above two of the support arms are observation windows, raised and angled units with an oval viewscreen built into a thick black collar. A black ribbed conduit connects these viewscreens and runs along the top of the collar for

its entire circumference, and also attaches to narrower conduits that run up the sides of the containment sphere to the thick silver-colored cap at the top. The circular cap contains eight short raised support arms connected to the conduits running along the sides of the containment sphere, and forms a heavy duty seal to the upper part of the containment unit.

The molecules are transported straight into the chamber once it has been prepared for use, although the procedure proves extremely hazardous to Voyager, as the ship has to move to within 9000 kilometers of the alien test site on the planet's surface, with its shields down, in order to allow transportation to occur. Pattern enhancers ensure that the transfer of the molecules is as stable as possible, and the containment sphere glows with a bright blue light once the Omega Molecules materialize within the chamber.

#### Witnessing perfection

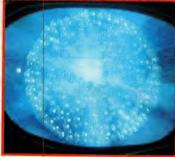
Despite her belief - encouraged by a series of successful simulations - that she can control Omega, Seven of Nine begins the destruction of the molecules immediately. The process is, however, extremely slow. Captain Janeway orders the harmonic resonance be increased within the chamber, and while this will eventually lead to the chamber rupturing, it hastens the neutralization of the molecules considerably. The chamber will collapse before every molecule can be destroyed, so it is planned to jettison the device just before its point of failure and destroy the remaining molecules with a gravimetric torpedo, producing a yield of 80 isotones.

Thirty seconds before containment failure, Seven of Nine and Captain Janeway are stunned to detect the remaining Omega

Molecules beginning to stabilize spontaneously within the harmonic resonance chamber. Further analysis of the data after the destruction of the chamber does not clearly reveal why this phenomenon takes place, although for 3.2 seconds Seven of Nine witnesses the Borg's version of perfect on through one of the reinforced oval viewing screens set into the upper support collar. Depressurization of Cargo Bay 2, and the destruction of the chamber and the molecules, end any speculation over the potential control of Omega. Seven of Nine is left profoundly disturbed by the experience, but even she cannot deny the catastrophic threat posed by Omega Molecules, nor the need for their destruction.



Seven of Nine is awed by the sight of the Omega Molecules as they resonate. The reaction shows Omega in a controlled state.



The resonating Omega Molecules form a crystalline lattice formation, which Seven of Nine describes as being "the perfect form.

## Night

The **U.S.S.** Voyager NCC-74656 continues its journey home to Earth, beginning a two-yearlong trawl through a seemingly deserted region of the Delta Quadrant known as the Void. Captain Janeway blames herself for the crew's predicament and retreats to her quarters.

ON SCREEN...

Tom Paris and Harry Kim keep themselves amused with a 'Captain Proton' holodeck adventure during the U.S.S. VOYAGER NCC-74656's sojourn in the Void.

STARDATE: 52081.2 "It's been 53 days since we entered this desolate region. If we want to continue our course

toward home ... we have no choice but to cross it."

- Commander Chakotay

Captain Kathryn Janeway blames VOYAGER's current predicament on her own error of judgment. Feeling guilty, she retreats to the safety of her quarters.



The crew's boredom is finally alleviated when power is lost and three alien ships surround VOYAGER. The starship is also boarded by life forms known as night beings.



Controller Emck of the Malon race comes to VOYAGER's aid, and offers to guide the starship to a vortex that will help the crew avoid further hostile encounters.



One of the dying night beings reveals that the Malon have been poisoning their region of space. This stirs an outraged Captain Janeway into action.



The VOYAGER crew thwart Emck's toxic dumping and safely make their way through the vortex, emerging in a far less featureless region of the Delta Quadrant.

cans show no stars or other ships within 2500 light years of the *U.S.S.* Voyager NCC-74656's position as it begins its third month traversing a region of space known informally as the **Void**. Crew morale is low, and the situation is not helped by Captain Janeway's reclusive vigil in her quarters.

When sensors pick up increased theta radiation emissions that might indicate other life, Voyager alters course to find the source. The ship runs into an energy dampening field that renders systems inoperative, allowing life forms known as night beings to appear on the ship.

The restoration of emergency power enables sensors to locate 17 intruders aboard; three alien vessels are also revealed in the immediate vicinity of Voyager. These potential threats are seen off by Controller Emck from the Malon race; he offers to lead the Starfleet crew to a spatial vortex that will give them safe passage through the Void, in exchange for the one wounded night being still aboard the starship.

Malon pollution

The life form is dying from theta radiation poisoning, contracted from the antimatter waste ejected into the area by Emck's vessel. The Voyager crew offer to give the Malon the means to recycle their waste, but Emck claims this would put him out of business.

Janeway conceives a plan for saving the night beings from the Malon's pollution by closing the vortex from aboard a shuttlecraft, after Voyager has passed safely through. The senior crew reject this option, as it would leave their captain stranded in the Delta Quadrant, and instead decide to disable Emck's **Malon Garbage Scow**, and collapse the vortex while traversing it.

The plan works, and Emck's freighter is destroyed. The vortex is closed just after Voyager emerges 200000 kilometers from the Void's boundary. A short time thereafter, the crew are pleased to view the first stars that they have seen for two months.

Neelix suffers from nihiliphobia, the fear of nothingness. He experiences a terrible panic attack while traveling through the Void.

#### FILE 71 STAR TREK: VOYAGER

## 'Drone'

A complicated transporter rescue inadvertently fuses the Doctor's mobile emitter and Seven of Nine's nanoprobes to create a highly advanced Borg drone. One's unique 'birth' brings a Borg sphere into contact with the U.S.S. Voyager NCC-74656.

revailing atmospheric conditions complicate the **transporter** rescue of four *U.S.S. Voyager NCC-74656* crew members. At first, the only casualty appears to be the **EMH**'s **mobile emitter**, but it soon becomes apparent that elements of **Seven of Nine**'s **nanoprobes** have fused with the emitter to create sentient **Borg** technology that quickly merges with *Voyager*'s diagnostic equipment.

The machinery takes cell samples from a crew member and then transforms into a **Borg maturation chamber**, harboring a drone in the fetal stages. As the emitter is a 29th-century device, the emerging drone is highly advanced. **Captain Janeway** hopes to imbue the new arrival with **Federation** values, and she instructs Seven of Nine to supervise its learning process.

#### Acquiring individuality

The drone easily assimilates information, and elects to be referred to as 'One.' As One's mentor, Seven of Nine fears the possible consequences of educating him about the Borg, so she stalls his requests for knowledge of them. This reluctance puzzles One, and he inadvertently activates a proximity signal that is picked up by a Borg sphere. With its arrival imminent, One learns of the Borg and their methods, and he voices a desire to experience the collective. He heeds Janeway's warning that to do so would diminish his individuality, and acts on her request for help.

One is able to modify *Voyager* marginally, but he still cannot repel the Borg. He then suggests that he can best immobilize the collective from within. Transporting into the *Borg sphere*, One takes control of the vessel's navigation, sending it into a nearby protonebula, where it is destroyed.

One survives the destruction, but is gravely wounded. His contact with the Borg has notified them of his existence, and he knows his presence thus endangers *Voyager* and its crew. He therefore elects to die rather than accept life-saving treatment.

#### STARSHIP FACTS

Neelix inspires the drone to take a name that will help confirm its individuality.

#### ON SCREEN...



A diagnostic station on the U.S.S. VOYAGER NCC-74656 is infected by a bizarre fusion of the EMH's mobile emitter and Seven of Nine's Borg nanoprobes.



"The drone possesses superior technology ... much of it beyond my understanding. It will fully mature in less

– Seven of Nine to Captain Janeway

than two hours."

The upgraded nanoprobes create a Borg maturation chamber which incubates a new drone. This Borg baby rapidly matures into an adult.



3 Seven of Nine and Neelix share the responsibility of educating One about the nature of individuality and the values of the Federation.



One helps to solve a problem for Chief Engineer B'Elanna Torres by calculating the rate of expansion of a nearby protonehula



One proves he has learned a great deal about free will when he beams aboard an advancing BORG SPHERE and guides it into the proto-nebula.



One is rescued from the destroyed BORG SPHERE, but the drone chooses to die rather than further endanger the VOYAGER crew.

## 'Extreme Risk'

**Lt. Tom Paris** starts to construct the **Delta Flyer**, a new shuttlecraft that will help the **U.S.S. Voyager NCC-74656** crew to retrieve a lost probe. Obsessed with life-threatening **holodeck**<u>programs</u>, **Chief Engineer B'Elanna Torres** initially shows scant interest in Tom's project.

EXTREME HISK

"When I was six, my father walked out on me. When I was 19, I got kicked out of Starfleet. A few years later I got separated from the Maquis. And then, just when I was starting to feel safe again ... you came and told me all our old friends had been killed."

- B'Elanna Torres to Chakotay

n order to evade the attentions of a *Malon freighter*, a *U.S.S. Voyager NCC-74656* probe is directed deep into a **Class-6 gas giant**. The pursuing *Malon freighter* is destroyed, but the probe proves difficult to retrieve. **Lt. Tom Paris** is given permission to construct the *Delta Flyer*, a new model of shuttlecraft better suited to **Delta Quadrant** activity.

Chief Engineer B'Elanna Torres's participation in the project is uncharacteristically subdued. At the same time, she is utilizing extreme holodeck programs with the safety protocols disengaged, thus endangering her life. Her excursions culminate in a near-fatal holodeck test of a shuttle similar to the *Delta Flyer*.

#### ON SCREEN...



B'Elanna Torres begins to run a number of dangerous holodeck scenarios without the safety protocols engaged, including a high-risk sky-diving program.



Controller Vrelk, a MALON FREIGHTER captain, warns the crew of the U.S.S. VOYAGER NCC-74656 that he intends to capture their missing probe.

#### Suicidal tendencies

Chakotay reviews B'Elanna's holodeck usage and confronts her about these suicidal tendencies. Torres finally admits that she has felt emotionally numb since learning that the Maquis have been wiped out in the Alpha Quadrant; the programs, and accompanying pain, provide feelings that her emotional distancing denies.

As Voyager approaches the embedded probe another Malon freighter appears. Controller Vrelk claims the Starfleet probe as compensation for the loss of the previous Malon vessel. Vrelk attacks Voyager and launches a retrieval craft; Captain Janeway responds by giving the order for the Delta Flyer to begin its maiden voyage.

Just before launch, B'Elanna arrives and asks for the chance to redeem herself. It proves relatively simple to deal with the Malon freighter, although the structural integrity of the Delta Flyer is another matter. The probe is recovered, but B'Elanna has to play out her holodeck scenario in reality as microfractures to the hull endanger everyone. By the time the hull is breached, B'Elanna has a forcefield in place, and the Delta Flyer returns safely to Voyager. All demons set to rest, B'Elanna settles down to enjoy a stack of banana pancakes, just like her grandmother used to make.



Tom Paris receives little assistance from his formerly enthusiastic partner B'Elanna Torres when he sets about building the DELTA FLYER, a new kind of shuttlecraft.



Chakotay forces B'Elanna to confront her suicidal tendencies within the holodeck. The engineer admits that the massacre of the Maquis has left her feeling emotionally numb.



Torres joins the crew of the DELTA FLYER on their mission to retrieve the probe. She manages to erect a forcefield that protects the shuttle from a hull breach.



The mission is a success, and B'Elanna returns to VOYAGER in a far happier frame of mind. She settles down to enjoy the simple pleasures of banana pancakes.

#### STARSHIP FACTS

Tom Paris lovingly describes the Delta Flyer as a "warp-powered, ultraresponsive, 24th-century hot rod."

#### FILE 71 STAR TREK: VOYAGER

## 'In the Flesh'

The crew of the *U.S.S. Voyager NCC-74656* discovers a *Terrasphere* in the **Delta Quadrant** that houses a replica of Earth's **Starfleet Headquarters**. Further investigation reveals that the facility has been created by **Species 8472** in preparation for an attack on the **Federation**.

asquerading as an officer named
Jason Hayek, Commander
Chakotay tours what appears to
be Starfleet Headquarters in San
Francisco. He later converses with
a woman calling herself Valerie
Archer and learns that everyone
on this extremely faithful simulation is
training to pose as Starfleet personnel.
Archer arranges a date with Chakotay,
before Tuvok interrupts the conversation.

Just prior to returning to the *U.S.S. Voyager NCC-74656*, Tuvok and Chakotay are apprehended by *Ensign David Gentry*. A *Vulcan nerve pinch* knocks Gentry out, and he is brought back to the starship.

On recovering, Gentry commits suicide rather than reveal his true identity. Genetic reversal performed on the corpse shows it to be one of the aliens the **Borg** call **Species 8472**, who have previously threatened to exterminate all life. It would seem that an invasion is being planned, and that *Voyager* may be Earth's only hope.

#### Dangerous date

Chakotay returns for his date in order to learn more. Valerie voices the opinion that humans are prone to attack any species not part of the **Federation**, and then entices Chakotay into a kiss. This allows her to analyze his DNA, after which he is captured and interrogated by a version of **Boothby**, Starfleet's legendary groundskeeper.

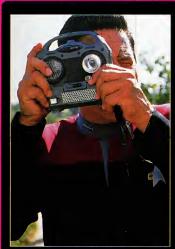
Captain Janeway arms Voyager and sets a course for Species 8472's Terrasphere 8. Boothby contacts Janeway, and the delegates agree to meet face-to-face to discuss any misunderstandings. Janeway orders Seven of Nine to disarm Voyager, after which negotiations are less fractious.

A cultural and technological exchange takes place before Species 8472 return to their other-dimensional plane. Boothby warns that he may have difficulty in convincing his superiors of the Federation's peaceful intentions, but hopes this new friendship will prove a lasting one.

#### STARSHIP FACTS

A false Federation subspace signal first alerts the *U.S.S. Voyager NCC-74656* crew to the existence of *Terrasphere 8*.

#### ON SCREEN...



ander Chakotay investigates an accurate Delta Quadrant replica of Starfleet Headquarters on Earth. He records on a holoimager, and talks with Starfleet groundskeeper Boothby.



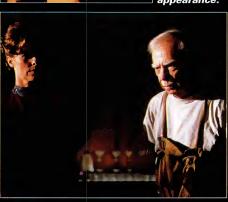
In the Quantum Café, Chakotay meets Starfleet impostor Valerie Archer. She reveals that some of her kind are finding it difficult to maintain their human form, and sometimes revert to their true physical appearance.



(Ensign Gentry' commits suicide in the U.S.S. VOYAGER NCC-74656 sickbay. Genetic reversion reveals that he is actually a member of Species 8472.



5 Captain Janeway sets a course for TERRASPHERE 8. Seven suggests that its power systems should be targeted, but the captain rejects this option.



4 'Boothby' and Archer interrogate Chakotay upon his return to TERRASPHERE 8. Species 8472 are deeply suspicious of the Federation's intentions.



to-face meeting between Janeway and 'Boothby' clears the air, and the two races agree to share technology. 'Boothby' even presents the captain with a genetically synthesized rose which "smells just as lovely."



- The Species 8472 Boothby

"United Federation of Planets ... tolerance for all species ... the Prime Directive ... Targ manure! Every word of it!"

## **A** update

Treasures, a **Delta Quadrant** junkyard. Abaddon sold the ship later known as **Alice** to **Tom Paris**, after having been coerced by the ship's **neurogenic interface** into finding her a suitable pilot. (*Starship Log:* 'Alice' [VOY]) **SEE FILES 40, 71** 

Tincoo, disdainfully agreed to be examined by *U.S.S.*Voyager NCC-74656's EMH following his ship's rescue, only to become enraptured by the Doctor's singing. (Starship Log: 'Virtuoso' [VOY]) SEE FILES 18, 71

membrane on starships harmlessly disperses the explosive energy of enemy weapons fire. The *U.S.S. Defiant NX-74205* uses ablative armor, as does the prototype *U.S.S. Prometheus NX-59650* and many



Borg vessels. (Starship Log: 'Paradise Lost' [DS9]; 'Message in a Bottle' [VOY]) **SEE FILES 28**, **31**, **38**, **70**, **71** 

The U.S.S.
DEFIANT is
protected by
ablative hull armor.

SEE Annular Confinement Beam

ccceion dish The critical boundary of a rare subspace compression phenomenon investigated by the *U.S.S. Defiant NX-74205* shuttle *U.S.S. Rubicon NCC-72936* in 2374. Once an object penetrates the disk, it experiences radical miniaturization. (*Starship Log:* 'One Little Ship' [DS9]) **SEE FILE** 70

When **B'Elanna Torres** told inverter in her shower blew out, he wryly observed "That'll make your hair stand on end." (*Starship Log:* 'Day of Honor' [VOY]) **SEE FILE 71** 

Options in acrybite and excavated material could be bought and sold on the **Ferengi Futures Exchange**. (Starship Log: 'Ferengi Love Songs' [DS9]) **SEE FILE 70** 

by the *Caretaker Array*, and encountered by *U.S.S.*Voyager NCC-74656 crew members in 2371. Aunt
Adah proffered lemonade and sugar cookies from the porch of a farm. (*Starship Log:* 'Caretaker' [VOY] **SEE**FILES 18, 42, 71



Abaddon knew of the dangers inherent in owning ALICE, but was too eager to get the ship off his hands to reveal this to Tom Paris.

Klingon incense. Genuine adjani, not a replicated variety, must be used used in the Maukto'Vor ritual. (Starship Log: 'The Sons of Mogh' [DS9]) SEE FILES 11, 70

problem-solving methodology employed by the **EMH** program, which integrated its established database and 'learned' information. In 2373, the crew of **U.S.S. Voyager NCC-74656** grafted the matrix from the **Jupiter Station** diagnostic program onto the **Doctor** when he experienced a cascade failure. (Starship Log: 'The Swarm' [VOY]) **SEE FILES 56, 71** 

depot, defended by a **Cardassian** garrison. Despite **Gul Rusot**'s objections, **Damar** agreed to **Odo** and **Kira**'s plan for his rebels to attack the depot. (*Starship Log:* 'When It Rains...' [DS9]) **SEE FILES 5, 13 70** 

Just before his seventh birthday,
Julian Bashir was taken to Adigeon Prime for genetic
manipulation that would accelerate the growth of critical
neuronal networks in his cerebral cortex. (Starship Log:
'Doctor Bashir, I Presume?' [DS9]) SEE FILES 7, 43,

Ilari physician. Rescued by *U.S.S. Voyager NCC-74656* in 2373, Adin attempted to persuade the corporeally-deceased **Tieran**'s consciousness to abandon **Kes**'s body. He was killed for his trouble. (*Starship Log:* 'Warlord' [VOY]) *SEE FILES 18, 71* 

thermionic transconductance, served on board the U.S.S. Enterprise NCC 1701-E in 2375. (Starship Log: Star Trek: Insurrection) SEE FILES 26, 80

Ferengi male, father of Ishka, grandfather to Rom and Quark, and great-grandfather to Nog. (Starship Log: 'Family Business' [DS9]) SEE FILES 51, 70

Advanced Subspace Geometry Part of the Starfleet Academy curriculum, and the one course to which Tom Paris said he paid attention to. (Starship Log: 'Vis á Vis' [VOY]) SEE FILES 19, 43, 71

ablative hull armor accretion disk coustic inverter acrybite Adah, Aunt adaptive heuristic matrix **Adarak Prime Adigeon Prime** Adin Adislo, Hars Adred **Advanced Subspace Geometry** Aeon, Federation Timeship
Age of Ascension Agrat-mot Nebula agrobiology ahdar Ahmedeen airponics bay **Ajilon Prime** Akritiri Al-Batani NCC-42995, U.S.S. Alandra

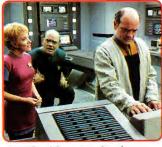


Alastria

Albino, the

Alben, Captain

The Bolian officer
Hars Adislo was keen to
monopolize Captain Picard's
attention at a reception held
aboard the U.S.S. ENTERPRISE
NCC-1701-E for the Evora.



Grafting an adaptive heuristic matrix onto the Doctor from a stored program of Dr. Lewis Zimmerman helped to save his personality.



тм, @ & @ 2000, Paramount Picture к\_ All rights reserved. **Reon, Federation Timeship** This twenty-ninth century ship is capable of time travel. Initially commanded by **Captain Braxton**, the Aeon made an emergency landing on Earth in 1967, where it was stolen and used for nefarious extratemporal purposes by Henry Starling. (Starship Log: 'Future's End' [VOY]) SEE FILES 31, 43, 44, 71

AGE OF ASCENSION Important rite of passage when a Klingon individual attains the spiritual rank of warrior, featuring the oath "Today I am a warrior. I must show you my heart. I travel the river of blood.' Worf accomplished his Age of Ascension in 2355, when he was 15. (Starship Log: 'The Icarus Factor' [TNG]; Family Business' [DS9]) SEE FILES 11, 44, 48, 69, 70

Agrat-mot Nebula Light-years wide, this dust particle formation is located in the B'omar Sovereignty region of the Delta Quadrant. In 2374, access to the Agrat-mot Nebula was part of commerce negotiations between the B'omar and the Nassordin. (Starship Log: 'The Raven' [VOY]) SEE FILES 18, 71

The study of life within a specific land area. Agrobiology expeditions, such as the one that surveyed the Janitza mountains on Bajor in 2371, are undertaken by botany and zoology specialists. (Starship Log: 'The House of Quark' [DS9]) SEE FILE 70



**and** A **Son'a** military title. Ahdar Ru'afo was supreme commander of the Son'a. Ru'afo's nextin-command was

Subahdar Gallatin. (Starship Log: Star Trek: Insurrection) SEE FILES *18. 58. 80* 

Ahdar Ru'afo, the immoral leader of the revenge-obessessed Son'a, made the most of his position as military leader by using it to take advantage of slave girls from races his people had subjugated.

A vacation spot known for its liquid argon beaches, perfect for wind surfing. A holographic version of the Beaches of Ahmedeen exists in the U.S.S. Voyager NCC-74656's library. (Starship Log: 'Course: Oblivion' [VOY]) SEE FILE 71

diponics DdU This greenhouse on the U.S.S. Voyager NCC-74656 is equipped to support and feed vegetation without using soil. Spawn beetles handle cross-pollination. (Starship Log: 'Elogium' [DS9]) **SEE FILES 29.71** 

Aiion Prime This Federation planet had a starbase and several thriving settlements until a surprise Klingon assault in 2373. Julian Bashir and Jake Sisko aided colonists before relief arrived. (Starship Log: '...Nor the Battle to the Strong' [DS9]) SEE FILES 3, 18, 70

Similar to a cortical stimulator, this mind-altering device was developed by Native American Indians to replace psychoactive substances as a way of stimulating vision quests and lucid dreaming. (Starship Log: 'The Cloud' [VOY]) SEE FILES 18, 44, 71

AKOREM Laan This legendary Bajoran poet disappeared in 2172, reappearing in 2371 to claim the position of Emissary. Unable to restore ancient Bajoran customs, Akorem was eventually returned to his own timeline by the Prophets, where he completed his epic works. (Starship Log: 'Accession' [DS9]) **SEE FILES 10, 47, 70** 

Akorem Laan believed that he was the Emissary, but the Prophets appeared to prefer Benjamin Sisko for the role.



An oppressive warp-capable Delta Quadrant civilization. Tom Paris and Harry Kim were sentenced to the Akritiri Detention Facility, a spaceborne dungeon, after the Akritiri government declared them culpable for a 2373 terrorist bombing. Captain Janeway dodged the Akritirian Patrol to rescue her crewmen. (Starship Log: 'The Chute' [VOY]) **SEE FILES 18, 42, 71** 

A casino money-counter in the Vic Fontaine holoprogram. Al habitually left his station at 11:45 for six minutes every night. This absence was exploited by thieves pulling off a complex heist. (Starship Log: 'Badda-bing Badda-bang' [DS9]) SEE FILES 56, 70

Al-Batani NCC-42995, U.S.S. This Excelsior-class Federation starship is named for the ancient Earth astronomer Abu Abdallah al-Batani. Kathryn Janeway served as science officer under Admiral Paris on the Al-Batani. (Starship Log: 'The Caretaker' [VOY]) SEE FILES 31, 43, 71

A holocharacter in the Chez Sandrine program on the U.S.S. Voyager NCC-74656. Alandra was a friendly Bolian female who helped to entertain Kadi ambassador Tomin during his visit in 2375. (Starship Log: 'Someone to Watch Over Me' [VOY]) SEE FILE 71

This primal Class-M planet in a Delta Quadrant binary star system is some 40000 light years from the planet Sikaris. Alastria's sensual erosene winds made this world a popular travel destination for Sikarians, who could reach it easily via Sikarian spatial trajectors. (Starship Log: 'Prime Factors' [VOY]) SEE FILES 3, 18, 59, 71

Alben, Captain A Delta Quadrant humanoid, commander of the space ship Nerada, member of the Nasari civilization, and sworn enemy of the Taresians. Alben attacked

the U.S.S. Voyager NCC-74656 in 2373 upon detecting a Taresian aboard. (Starship Log: 'Favorite Son' [VOY]) SEE FILES 18, 40, 71

The blue-skinned Captain Alben was a longtime enemy of the life-draining Taresians.

A Klingon outlaw whose gang of depredators once victimized Klingon colonists until Kor, Kang, and Kolos nearly caught him in 2290. The Albino continued his reign of terror while in hiding, until the Klingon trio killed him in 2370. (Starship Log: 'Blood Oath' [DS9]) **SEE FILES 11, 48, 70** 

## The Guide to the STAR TREK Galaxy

## How to file the Official STAR TREK Fact Files

This guide will ensure that each of the cards in your collection of *The Official STAR TREK Fact Files* is in its proper place.

## BINDERS & DIVIDER CA

Seven divider cards were given away free with Issue 3, and eight sub-dividers are included in Issue 193. These sub-dividers help to split up the largest sections, such as Section 1, into smaller segments, making it easier to navigate the files contained in each binder.

As your collection builds up, all your binders will eventually become filled with cards, but each time you are given a new binder, one section may seem rather empty compared to the others for a few issues. Many of you have asked which file is meant to be placed in which binder at such times. In fact, where you split a section between one binder and the next is up to your personal preference - there are no set rules!

Numbered binder stickers are included with new binders. If for any reason you have not received, or have lost, any of these stickers, new ones can be obtained by calling the customer service number listed on each issue's contents page.







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continue

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aliens, including a guide to the best Borg episodes.

The Q INDEX CARD in issue 193 will show you where to find all the information you need on the mischievous Q, including all of the cards on the Q Continuum and the other members of the race.

The wealth of information contained within The Official STAR TREK Fact Files means that information on the most popular races, characters, and starships often appears in more than one place. A new series of detailed index cards will act as a quide to lead you around the Fact Files. For example, information on the Borg and their technology appears in FILE 15, FILE 18, FILE 38, FILE 43, FILE 44, FILE 52, FILE 69, FILE 71, and FILE 80; the single Borg Index Card tells you all at once exactly what information the Fact Files contains, and where to find it.

#### FILING PAGES BY SECTION, FILE, AND CARD



The pages of **The Official STAR TREK Fact Files** are filed into seven separate SECTIONS. These are subdivided into FILES, which in turn are subdivided into CARDS. They spread out like the roots of a tree, and knowing where each CARD goes is the key to quickly and easily navigating the individual sections. FILE and CARD numbers indicate the order in which pages should be placed in the binders.

**SECTIONS 1-7** 

SECTION 4

FILE 43

CARD 28

CARD 28A

CARD 28Ai

CARD 28B

Information is stored within the binders in seven separate SECTIONS. Each section deals with a specific topic. For example, SECTION 1 deals with 'The Guide to the STAR TREK Galaxy,' while SECTION 4 covers 'Personnel.'

#### **FILES**

Each FILE contains information on a single subject (e.g. Starfleet Personnel). Pages are put into binders by FILE number first. For example, all FILE 43 CARDS come after FILE 42 CARDS, but before FILE 44 CARDS.

#### FILE 43 CARD 28A

The letters after the CARD number indicate that these pages contain further information on the same subject as the CARD, and should be filed after it in A-Z order; for example, CARD 28A is followed by CARD 28B and then CARD 28C. In some instances certain cards have a double letter, e.g. CARD 28AA. The double letter is used where the number of cards in the series is greater than the 26 letters of the alphabet; once Z is reached, the alphabet begins again with double letters – CARD 28Z, CARD 28AA, CARD 28BB etc.

PERSONNEL FILES

#### CARDS

Each FILE contains a number of CARDS. Each CARD should be put away numerically within its own FILE. For example, FILE 43, CARD 28 comes before FILE 43, CARD 29, which in turn comes before FILE 44, CARD 1.

#### FILE 43 CARD 28Ai

A Roman numeral after the letter indicates a Part 2 to the lettered card, and should be filed after it. For example, CARD 28Ai should be filed after CARD 28A, but before CARD 28B.

CARD 28 APPENDIX 1

CARD 29

There are two kinds of appendix in *The Official STAR TREK Fact Files*: an appendix to a FILE, and an appendix to a CARD.

#### FILE 43 CARD 28 APPENDIX 1

If the word 'APPENDIX' comes after the card number, then this sheet is an appendix to that CARD only.

FILE 43 CARD 28 APPENDIX 1, for example, indicates that this is an appendix to CARD 28 specifically and should be filed behind all of the cards numbered for CARD 28 (28A, 28Ai, 28B, 28Bi, 28C, etc.) but before CARD 29. Sheets in the CARD 28 APPENDIX contain information related to the same subject covered on CARD 28, but in an indirect way. An example of the kind of subject that may be found on a CARD APPENDIX is a mirror universe version of the CARD 28 character.

**APPENDIX CARD 1** 

SECTION 4

Personnel Files

The example here shows you how to file the set of Personnel Cards on DAX, in the STARFLEET PERSONNEL section:

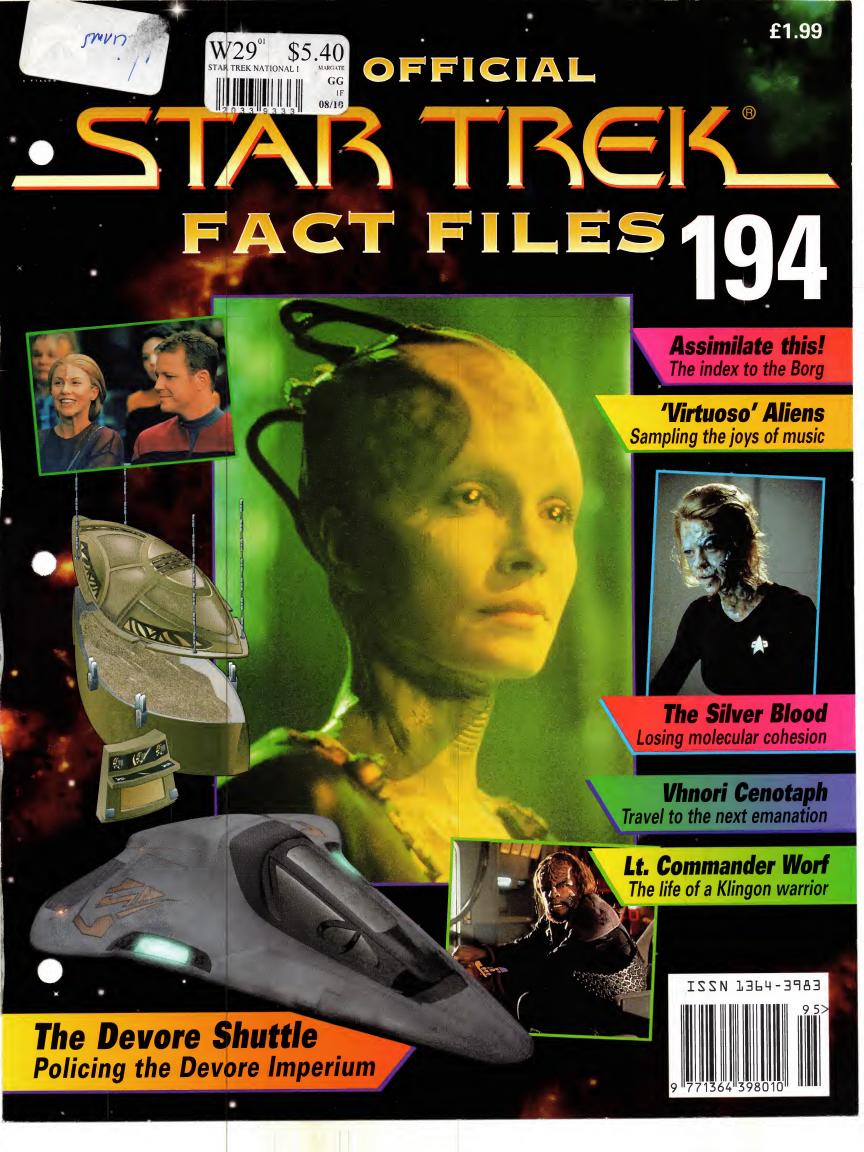
FILE 43 CARD 46 (Jadzia); FILE 43 CARD 46A (Jadzia);

FILE 43 CARD 46B (Jadzia);

FILE 43 CARD 46 APPENDIX 1 (Ezri); FILE 43 CARD 46 APPENDIX 2 (Ezri).

#### FILE 43 APPENDIX CARD 1

If the word 'APPENDIX' appears <u>before</u> the CARD number, this indicates that the sheet is part of an appendix to the entire FILE rather than to any individual CARD. Appendices cover information that is related to the subjects of their FILE, but in some indirect way, such as people who work with STARFLEET but are not part of it (e.g. ODO). APPENDIX CARDS should be placed at the very end of the file, after the numbered cards.





## OFFICIAL



STAR TREK

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#### Equipment & Technology

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'Once Upon A Time'/'Timeless' 'Infinite Regress'/'Nothing Human'

#### A-Z Access Point Update

New Alphabetical Entries and Updates

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Flme House 133 Long Acre London WC2E 9AW

#### Produced by Aerospace Publishing Ltd.

179 Dalling Road London W6 0ES

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Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

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Associate Editors: Ben Robinson, Rebecca Kingsley Colour reproduction by Bright Arts Graphics (S) Pte Ltd

Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd

Trade distribution by COMAG (Tel. 01895 444055) PHOTO EDITOR, LOS ANGELES: Larry Nemecek ART EDITOR, LOS ANGELES: Guy Vardaman RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday





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### The Guide to the STAR TREK Galaxy

FILE 1 CARD 36

## THE WORF INDEX

serves as

security

**Worf**, a **Klingon** adopted by humans, is the first of his race to join **Starfleet**. Throughout a turbulent career, he often finds himself torn between the two cultures, especially when they come into conflict.



Worf follows his adoptive father, Sergey Rozhenko, into a career in Starfleet. He is the first Klingon to join

the organization.

FILE 43 CARD 32

Worf's Adoptive Parents

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34 9 1.K.S. ROTARRAN CREW

43 32 WORF: A KLINGON IN STARFLEET 43 46 JADZIA DAX

K'EHLEYR

WORF

**NIKOLAI ROZHENKO** 

U.S.S. DEFIANT NX-74205



FILE 44 CARD 13

Worf's son grows up to join the Klingon

**Defense** 

**Human Brother** 



Worf does not always see eye-to-eye with Nikolai Rozhenko, the son of his adoptive parents.

FILE 43 CARD 32D
Worf on the U.S.S. Defiant

Worf has an eventful four years on *Deep*Space Nine as strategic operations officer. He marries fellow officer
Jadzia Dax, but is tragically widowed a short time later.

Worf on Deep Space Nine

ILE 43 CARD 328

FILE 43 CARD 32A

For as long as I can remember, I have always

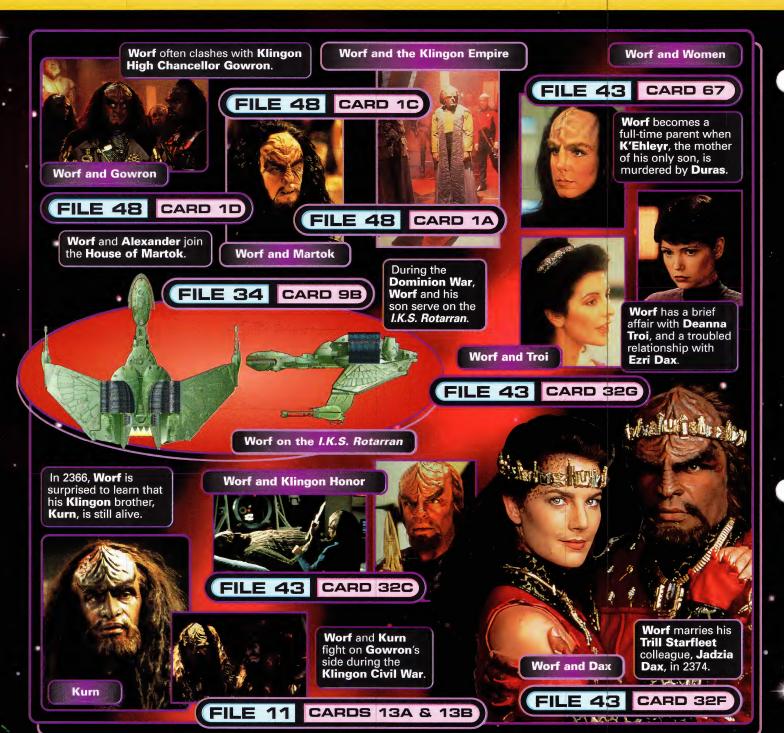
been an outsider. I was raised by humans, but

I was too Klingon to be one of them." — worf

Worf: Klingon Warrior

FILE 48 CARD 1

In 2375, Worf becomes the Federation's new Ambassador to the Klingon Empire.



#### WORF STARSHIP LOG: key episodes



'Heart of Glory' FILE 69 CARD 19









FILE 70 CARD 113



'Reunion' FILE 69 CARD 79



'Redemption' Parts | & ||



'You are Cordially Invited'



'Birthright' Parts I & II

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Star Trek: FILE 78



FILE 69 CARD 142





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'The Sword of Kahless' FILE 70 CARD 75

'Sons of Mogh! FILE 70 CARD 81

'Soldiers of the Empire'

FILE 70 CARD 121

'Sons and Daughters' FILE 70 CARD 125



OTHER GROUPS AND RACES

#### The Guide to the STAR TREK Galaxy

FILE 18 CARD 129

## THE OOMAR



OTHER GROUPS AND RACES

The Delta Quadrant Qomar race maintain an isolationist stance that limits their cultural input. This changes in the wake of an encounter with the U.S.S. Voyager NCC-74656's Emergency Medical Hologram.

/ humanoid standards, the Qomar are a rather short race, distinguished from humanity by a bony growth that emanates from the top of the nose and runs up onto their foreheads. The Qomar consider themselves to be superior to all other races encountered in their sector of the Delta Quadrant, and this belief is perpetuated by a policy of isolation. Their limited contact with other species means that, while their own civilization is highly developed, it lacks the cultural enrichment that diversity stimulates. When they do encounter other races, their superior attitude causes them to appear patronizing, arrogant, and short-tempered.

The heavy concentration of orbiting satellites and the large amount of space traffic in the vicinity of the Qomar homeworld makes traveling in their space somewhat hazardous. The area around the planet is also characterized by thousands of subspace communications that lack a standard encryption.

#### Beautiful world

The Qomar homeworld is Class-M, with continents situated amid vast bodies of water. The main city is constructed either side of a wide river spanned by large bridges, and is walled on one side by a mountain range. This natural feature apart, the grid system on which the city is designed reflects the rational mind of the Qomar. Within the grid,

architectural aesthetics are paramount, reflected by a rich variety of beautifully designed structures. The sanctity of the skyline remains intact, with only a few spires and towers extending beyond a designated height. Areas of vegetation are carefully placed throughout the city.

One of the highest ranking positions among the **Qomar Planetary** 

The Qomar are a humanoid species, with a distinctive ridged growth in the center of their foreheads. They have a tendency to isolate themselves from other races, and maintain a sense of superiority over those they do encounter.

The Qomar are enthralled by the singing voice of the U.S.S. VOYAGER NCC-74656's EMH. This is their first experience of music.



#### OTHER CARDS THIS FILE ...

118 THE KYRIANS 125 THE MONEANS **126 THE VAADWAUR** 

> SEE OTHER FILES...

STAR TREK: VOYAGER .....File 71



#### CROWDED SPACE

#### A world in isolation

The Qomar homeworld is a Class-M planet rarely seen by outsiders. Those who are invited to visit it must navigate their way through a region of space that swarms with a variety of ships, stations, and satellites. Upon journeying to the surface, visitors



the confusion above; elegant structures are arranged in a sectionalized grid layout that combines form and function.



Tom Paris compares plotting a course through Qomar space to "navigating an obstacle course."

The cities of the Qomar homeworld utilize a functional arrangement that integrates well with natural geological formations and a variety of native plant species. Qomar homeworld

Delta

ts Humanoid

The Prelate holds a high position in Qomar society.

Qomar society is closed to outsiders unless a specific

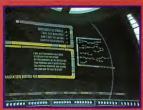
invitation is issued. Standard gravity.

The indigenous species has a high intellectual capacity. Their pride in this dominates their lives, including mating rituals. Their knowledge of cultures other than their own is less impressive.

STAR TREK: VOYAGER 'Virtuoso'

## GALAXY

- Tincoo's composition for the Doctor is a complex piece based on the intersection of two fractals. It contains notes that are unattainable by human vocal chords, and lacks a melody.
- **Qomar females** display their intellect when they are courting a male - even when an overtly sexual outcome is on the agenda.



The Qomar flood VOYAGER with fan mail for the Doctor. The amount of data threatens to overload the ship's systems

Alliance is that of Prelate Anyone holding this title is accorded automatic respect, and holders possess an air of authority. In the late 24th century, Prelate Koru holds such a title, but it unknown if he is the only one.

The Qomar have prioritized the promotion of the intellect, but they seem to lack knowledge of some artistic pursuits otherwise common throughout the



OTHER GROUPS

#### The Guide to the STAR TREK Galaxy

FILE 18 CARD 129

THE **OOMAR** 





to full houses on the Qomar homeworld.



The Qomar audience are enthralled by the Doctor's singing during a concert aboard the U.S.S. VOYAGER NCC-74656 – much to the surprise of the bewildered crew.

universe, such as music. A group of Qomar citizens, rescued by the U.S.S. Voyager NCC-74656 when their ship's propulsion unit is disabled are astounded to hear the Federation vessel's Emergency Medical Hologram singing This is their first exposure to music, and in an instant, it transforms their typically arrogant attitude to one of admiration. They ask the Doctor to perform on their planet. The best venue they have is a lecture hall, but they later restructure it, using a noted Earth opera house as their model.

The performance is transmitted to an audience

The Qomar make every effort to accommodate the Doctor during his performances. They even reconfigure a lecture hall to meet his exacting acoustic requirements.

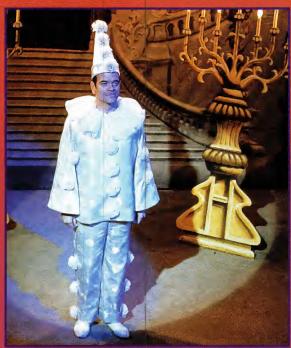
of hundreds of millions all across Qomar. Once introduced to singing, the race becomes extremely enthusiastic about music, although they are very particular about their choice of performer; when offered alternatives to the Doctor, a select group reacts with impatient boorishness.

#### Starstruck

The Qomar fascination with music stems not only from its novelty value, but as an intellectual puzzle, and attempts are made to reduce musical inspiration to mathematical formulae. Their aesthetic appreciation is minimal, and they have little comprehension of the emotional input of the individual performer.

The Qomar are not so emotionally withdrawn as to eschew the creation of a musical celebrity, but the questions they want answered by that celebrity are all of an intellectual nature, including a request to know his favourite quadratic equation.

The Qomar are quick to transfer their allegiance when faced with what they consider to be the Doctor's shortcomings. When the hologram admits that some compositions are beyond his ability to perform, the Qomar simply create an improved version of his holomatrix with enhanced vocal capabilities that can manage the new work. Appreciating technical mastery above inspiration or exuberance, they give this new simulacrum a rapturous reception.



#### TINCOO

#### The Emergency Medical Hologram's number one

Tincoo is among the Qomar transported to the *U.S.S. Voyager NCC-74656* when their ship requires repairs. Her first encounter with the Emergency Medical Hologram is typical of her race's attitude to others: she addresses him with slow, simple speech, considering him, and the crew of the ship, to be backward in comparison to the Qomar. It is she, however, who most readily takes to the challenge of music, aiding the Doctor in modifying a venue to provide optimum acoustics, and later progressing to create her own complex composition for him.

Tincoo describes her time spent with the Doctor as the most stimulating period of her life, and urges him to leave *Voyager* and join the Qomar. Her interest is based on rational deduction and a sense of emotional detachment, however. She cannot understand why the Doctor would want to remain

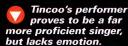
aboard Voyager, where he lacks respect, in preference to joining the Qomar as a performer who will be admired by millions. She clearly considers that the enrichment of her civilization holds precedence over the medical care the Doctor provides aboard *Voyager*. She also notes that Voyager possesses an adaptable crew, and will be able to compensate for his absence.

Spurred by the Doctor's uncertainty, and by his inability to perform a composition she has written for him, Tincoo creates an improved version of the Doctor's program that has the capacity to render her song. This superior hologram is a Qomar version of the Doctor, whose vocal processors incorporate polyphonic sequencers able to deliver multi-harmonics. When Tincoo introduces it in public for the first time for a performance of her composition, it is greeted with ecstatic applause.

The Doctor is dismayed to learn that Tincoo has designed a new singing Doctor.

Tincoo is among the first to embrace the music that the Doctor introduces to the Qomar.









AND RACES

#### The Guide to the STAR TREK Galaxy

FILE 18 CARD 130



OTHER GROUPS

## THE SILVER BLOOD

After untold years of existence as pre-intelligent life, a chance encounter gives the metamorphic silver blood a taste of sentience, and a desire to explore beyond its own planet. The new beings' valor and resourcefulness prove to be their undoing, and their lives end in tragedy.

he Delta Quadrant life form known as the silver blood originates on a Class-Y planetoid, a category of world often referred to as 'Demon-class' because it is so inhospitable to human life. With surface temperatures averaging higher than 500 degrees Kelvin, an unbreathable atmosphere, and a high level of lethal thermionic radiation, even a modified environmental suit can afford protection only for a few hours.

In its original state, the silver blood is a sentient fluid, contained in natural pools within cave networks that honeycomb its homeworld. The pools appear to comprise a mercurial, viscous argent

metal that contains extremely high levels of deuterium.

#### Mimetic life forms

The silver blood's temperature is maintained at 12 degrees, a surprising coolness considering the high ambient temperature of its homeworld. The pools have only the most rudimentary awareness of their immediate surroundings. Their method of reproduction, if any, and their precise origins, are unknown at this time.

Their most important biological trait, however, is a highly unusual biomimetic ability. The silver blood reads the DNA of whatever life form comes into contact with it and recreates it, including every memory or

experience the original has ever had.

This power of mimicry goes far beyond imitating other life forms; when a technological principle is understood by the silver blood, it can use its bodily substance to recreate a functioning duplicate of the artifact in question, whether it is a simple hypospray, or something as complex as a warp core engine.

A chance exposure to sentient beings catastrophically changes the serene, if monotonous, existence of the silver blood. The Federation starship U.S.S. Voyager NCC-74656, on its long odyssey back to the Alpha Quadrant, is critically low on deuterium when analysis of a nearby Demon-class

The silver blood is first discovered by Harry Kim and Tom Paris of the U.S.S. VOYAGER NCC-74656 during an away mission to a Class-Y planet in 2374.



duplicate Seven of Nine begins to suffer from cellular degradation in 2375.

silver blood is able to mimic, complete perfection, any form that it comes into contact with.

planet discloses the presence of dense pockets of deuterium. A shuttlecraft is sent to collect the essential material. The away team encounter the silver blood, and Ensign

Harry Kim

#### CELLULAR DECAY

The biomimetic duplicates of the U.S.S. Voyager NCC-74656 crew begin to suffer from cellular degradation shortly after the wedding of Tom Paris and B'Elanna Torres, just over 10 months after they depart their Class-Y homeworld near the Vaskan sector. The crew swiftly succumb to the degradation epidemic. Symptoms include silver growths that appear on the face and body of the afflicted; death is assured as the biomimetic beings literally fall apart.



Despite the Doctor's efforts, he is unable to aid the biomimetic crew.

The biomimetic B'Elanna Torres is among the first to succumb to cellular

The biomimetic is to return to the





ation The Demon Planet The silver blood Pools of silver fluid,

without thought or locomotion, and only the most rudimentary awareness. When exposed to sentient life forms they acquire the intelligence levels of the beings they encounter. In their original form, none, but on adopting humanoid form they develop a democratic collective that evolves into a copy of Starfleet command structure.

Starship log

STAR TREK: VOYAGER 'Demon', 'Course:

- Kathryn Janeway, according to her duplicate, grew up in Indiana, Earth, and learned to cook from her grandmother, whose specialty was chicken paprikash.
- The pseudo-Voyager crew are denied a Class-Y refuge by the Ord'Mirit Mining Treaty, a heavily armed confederation who defend their interests with zealous force.

falls into one of the pools of living metal. He is rescued with no apparent ill effects, but both he and Tom Paris are overcome by the hostile environment shortly after.

Seven of Nine and Chakotay initiate a search, and they are astonished to find Harry and Tom alive. well, and surviving in the hostile environment without protective suits. When the two are beamed back to Voyager, however, they start to suffocate, and the atmosphere of the planet has to be reproduced in order for them to survive. Initially, it is believed that the planet has somehow bioformed the two officers, altering them to conform to its environment.

#### Duplication

aboard silver blood facsimiles of Paris and Kim,



AND AACES

#### The Guide to the STAR TREK Galaxy

FILE 18 CARD 130

THE SILVER BLOOD



The crew of the U.S.S. VOYAGER NCC-74656 allow the silver blood to mimic their appearances in 2374, prior to the starship leaving the planet. The silver blood crew later follow the example of the Federation crew and depart their Class-Y world.



atmosphere is used behind a forcefield to protect the duplicate Kim and Paris

the real Paris and Kim, and

are as bewildered by what

has happened to them as

everyone else. When the

Voyager attempts to leave,

the silver blood restrains

the ship, exercising an

electromagnetic force

sufficient to overcome

experienced awareness,

rather than mere instinct,

blood is not willing to

Captain Janeway

negotiates Voyager's

release: volunteers from

to copy. This enables the

Voyager's crew, and those

who intend to colonize their

silver blood to duplicate

homeworld experience

the crew agree to give DNA

samples for the silver blood

relinquish contact with

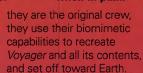
for the first time, the silver

other life forms. Eventually,

Vovager's thrusters. Having

truth is discovered, and

The doubles flash silver when in pain.



With the memories and experiences of the real Voyager crew, the silver blood officers distinguish themselves in diplomatic and tactical situations over the course of several months. Relationships change and progress; 'Tom Paris' and 'B'Elanna Torres' marry, to the delight of their colleagues. One innovation of the new Voyager, though, has tragic and devastating consequences. A radically enhanced subspace drive promises to cut decades off the vessel's journey, enabling it to reach Earth in just two years. The new engines are exhaustively tested, and, although certain background radiations are emitted, they are found to be harmless to

humanoid life. This Voyager's crew, unfortunately, does not comprise humanoids. The enhanced drive has a lethal









The silver blood versions of Tom Paris and B'Elanna Torres enjoy a far more loving relationship, and are married in 2375.

effect on the silver blood, causing massive cellular degradation. The chromosomes of the false Voyager crew start breaking down at a molecular level, a process the **Doctor** is unable to reverse.

#### Frantic return

'Chakotay' and 'Tuvok' discover the startling truth: that they are inhuman copies of the Voyager staff. After extensive debate and the deaths of several crew members, the decision is taken to return to the

Demon Planet, the silver blood's homeworld, in the hope that some of them may be saved.

Unfortunately, their

courage does not prevail against the destructive forces raging within them. Five weeks away from their home, the handful of survivors aboard the pseudo-Voyager detect another ship at the limit of their sensor range. Every erg of energy remaining is rerouted to the containment fields in a valiant but futile. attempt to maintain structural integrity long enough to establish communications.

The stress is too great. When the other ship - the true Voyager - reaches the scene of the distress call, nothing remains of the pseudo-Voyager beyond an expanding cloud of debris so diffuse that it gives no clue to its origins. The original Voyager and its crew resume their journey, unaware of the tragic fate of their doppelgangers.

although they themselves are not initially aware that they are replicas. The experience of sentience is so new to them that they believe themselves to be

Voyager has in fact taken independent life. The silver blood's brave new world is abandoned when an unexpected side effect of the transformation causes the beings to forget that they are duplicates of the Voyager personnel. Under the delusion that

#### PLANETARY HELL

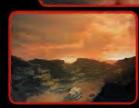
#### The Demon Planet

The homeworld of the silver blood is extremely hostile to humanoid life. An atmosphere of ionized gas generates thermionic energy discharges of sufficient power that one random strike can reduce a starship's shields to 22 percent of normal strength.

Shuttlecraft can be flown to the surface by skilled and lucky pilots, but it is an extremely hazardous procedure. Even at surface level, the ionization gives a murky orange tinge to the air, with dust and haze frequently obscuring vision. The atmosphere is corrosive, and will

Class-Y planets have an extremely hostile atmosphere.

breach a modified environmental suit in a few hours. The surface temperature averages greater than 500 Kelvin, and there is a high level of thermionic radiation. The landscape is a sandy desert, monoform and, to human eyes, unappealing. Slablike geological formations dot the arid surface, with larger, spearlike mountains visible on the horizon. Periodic geyser eruptions and concealed circular fissures make surface exploration an extremely dangerous activity.



are harsh and forbidding places.

#### OTHER CARDS IN THIS FILE...

**EMPATHIC METAMORPHS** SPECIES 8472

SEE OTHER FILES...

STAR TREK: VOYAGER ..... File 71

#### FILE 19 A Guide to FEDERATION STARFLEET

#### STARFLEET ACADEMY

#### STARFLEET DEPARTMENTS

#### STARFLEET MEDICAL

**Starfleet**'s mission of exploration often places its officers in hazardous environments or on the wrong end of a hostile race's wrath, but the role of a Starfleet medical officer goes beyond just treating the crew's injuries or disease.

**Starfleet Medical** has a scientific function as well as a practical purpose. It examines and disseminates all of the collected information concerning races, medicines, medical research, and procedures, and also trains the doctors and nurses who serve on **Starfleet** ships and starbases. The medical training it offers is of the highest caliber, for as well as members of their own race, Starfleet doctors must be able to treat the many other life forms, including **Vulcans**,

**Bolians**, and **Bajorans**, likely to be found serving in the typically multispecies environment of most Starfleet facilities. Several measures are taken to ensure that physicians are sufficiently prepared for such a role; for example, **Dr. M'Benga** 



Starfleet doctors primarily treat the sick and injured, but they are also trained to deal with happier events, such as pregnancy.



The development of the Emergency Medical Hologram has improved the medical care available to remote outposts, where small numbers of staff would not warrant the posting of a medical officer.

interns on a Vulcan ward before joining the crew of the *U.S.S. Enterprise NCC-1701*, a ship with a Vulcan first officer.

As an institution, Starfleet Medical accepts only the best students for its medical academy, and works with only the most accomplished doctors. Perhaps the best known Starfleet medical officer is **Dr. Leonard McCoy** of the *U.S.S. Enterprise*. A gruff, somewhat aloof physician, McCoy is deeply serious in his approach; by 2267, he has earned the Legion of Honor and decoration by Starfleet surgeons. McCoy is somewhat unusual in that he did not train as a doctor with Starfleet but joined the service later in life; Starfleet Medical is just as prepared to incorporate talented individuals into its ranks as it is to train them itself.

#### Coordinated efforts

Starfleet medical officers often coordinate relief for afflicted colonies throughout the United Federation of Planets, redirecting vessels to deliver medical supplies or personnel to planets on which plagues have broken out or natural disasters have occurred. Some activity is coordinated through facilities such as the Federation Medical Collection Station on 'audet IX; in 2365, the U.S.S. Enterprise NCC-1701-D collects specimens of plasma plague from here for transport to Science Station Tango Sierra, where it is hoped a vaccine can be produced. In other cases, individual ships ferry supplies to the affected colonies; in 2370, the Enterprise must rendezvous with the U.S.S. Lexington NCC-61832 in order to collect medical supplies and deliver them on to the Taranko colony.

The most visible aspect of Starfleet Medical nonetheless remains the doctors and nurses serving in starships sickbays or starbase



Starfleet Medical officers must be scientists as well as healers. Dr. Julian Bashir is called upon to help destroy stocks of 'Harvesters' – biogenic weapons left over from the T'Lani/Kellerun war.



Dr. Leonard McCoy, Chief Medical Officer of the U.S.S. ENTERPRISE NCC-1701, is one of the most famous physicians in the history of Starfleet Medical.



Starfleet Medical officers are required to be flexible. Dr. Crusher reaches the rank of commander and passes the Starfleet bridge exams that allow her to take command of her ship when the captain is indisposed.

infirmaries. Men and women such as Dr. Leonard McCoy, **Dr. Beverly Crusher**, and **Dr. Julian Bashir** often find that they literally hold the lives of their colleagues and friends in their hands, and must be ready to cope with any emergency, from an attack on the ship by a hostile alien race to the discovery of a planet devastated by plague.

The conditions under which starship doctors work are often luxurious when compared to some of their colleagues. Dr. Bashir sees how tough life can get for his fellow physicians when he responds to a distress call from a field hospital on **Ajilon Prime**, a Federation colony under attack from the Klingons; similar scenes of devastation are witnessed on **AR-558** during the **Dominion War**. In all such situations, Starfleet officers must be prepared to face the horrors of war and still carry out their jobs. The psych tests that ensure they will be able to do so form an

#### FILE 19 A Guide to FEDERATION STARFLEET



Dr. Toby Russell is a stark contrast to most Starfleet physicians, as she puts research and knowledge before ethics.

important part of their training.

Keeping starship and starbase physicians up to date with the latest medical advances is an another important role of Starfleet Medical. Updates and new information are regularly downloaded into starship databases, and more direct exchanges are encouraged. In 2365, Dr. Crusher leaves the Enterprise to accept a position as the head of Starfleet Medical on Earth, so that she can share her experiences with her colleagues. Dr. Bashir has written many medical papers, some of which he has presented at conferences. Research is encouraged from the earliest stages of a medical officer's career: as a Starfleet Medical Academy student, Bashir designed a nutritious candy bar to replace Federation rations.

Starfleet Medical is, by its very nature, bound by the rules of that organization, and this can cause problems when Starfleet regulations come into conflict with those of other cultures or professional bodies. In all cases, officers have to remember that they are part of Starfleet first and medical officers second. For example, in 2364 Dr. Crusher learns that the planet Ornara is kept in virtual slavery by its neighboring world Brekka, which produces a narcotic the Ornarans believe is a vital medicine keeping a



Dr. Lewis Zimmerman is constantly looking for ways to improve upon his Emergency Medical Hologram program. Dr. Julian Bashir is used as the template for a new model that places more emphasis on bedside manner and personality.

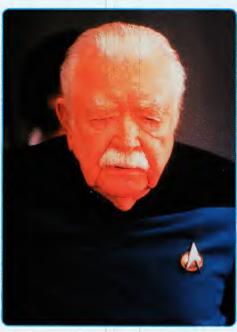


**During complex operations, Starfleet** surgeons usually wear hooded red suits that cover them from head to toe.

deadly plague at bay. The Prime Directive expressly forbids Crusher from interfering, and rule takes precedence over the Ornarans' health. Two years later, Crusher is forced to stand by and watch a Romulan patient die because Lt. Worf - the only officer present with compatible blood - refuses to give this enemy of his race a transfusion, and the Romulan makes it clear that he would not accept it in any case. Crusher cannot force her patients to undergo treatment they do not want.

#### Putting patients first

In other cases, however, it is indisputable that Starfleet Medical's ethics are the correct ones: the organization will not tolerate the practises of physicians such as Dr. Toby Russell, a neurogeneticist from the Adelman Neurological Institute, who is not afraid to risk individual patients' lives for the sake of advancing the field of medicine. Starfleet Medical turns down three requests by Dr. Russell to test her genetronic replicator on humanoid patients as they do not feel the procedure is safe. Her use of borathium, an experimental rybotherapy medication that Russell develops and tries to use unsuccessfully in place of more conventional



Dr. Dalen Quaice helps to train the next generation of Starfleet doctors, Dr. Crusher interned with him on Delos IV.

#### MEDICAL FACTS

In the anti-time future created by Q, Starfleet Medical operates entire starship hospitals, such as the Olympic-class medical vessel U.S.S. Pasteur NCC-58928, with Captain Beverly Crusher in command. These ships can take the medical facilities to patients that need them, rather than vice versa.

drugs, results in the death of a crash victim from the transport ship U.S.S. Denver.

Starfleet Medical officers are often concerned with maintaining the good health of their colleagues as well as healing them when things go wrong. On *Deep Space Nine*, Dr. Bashir's medical challenges include trying to help Ensign Melora Pazlar, an Elaysian stellar cartographer who is the first of her people in Starfleet. As she comes from a low-gravity planet, Melora has enormous difficulty moving in 'normal' gravity and uses a wheelchair and a body framework to get around. Bashir plays an important part in setting up the environmental conditions in her personal quarters, and also begins a program of treatment that utilizes neoanalyptic transmitters to apply neuromuscular adaptation that will allow Melora to move more easily through the station.

Undoubtedly, Starfleet physicians and surgeons are among the best in the Galaxy. Relying on proven medical treatments, and refusing to put patients at risk unless absolutely necessary, Starfleet Medical officers' ethics and courage are consistent with those of the senior officers elsewhere in the organization.



Starship and starbase medical facilities are advanced, but Starfleet medics must also be prepared for the conditions they may encounter in field hospitals during wartime.



In ground battles such as the siege of AR-558, medics and counselors often have to treat injured officers where they fall.



#### FILE 20 U.S.S ENTERPRISE NCC-1701

#### U.S.S. ENTERPRISE NCC-1701

LOCATION: DECK 7

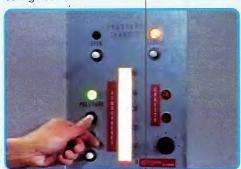
#### **DECOMPRESSION CHAMBER**

The **U.S.S. Enterprise NCC-1701** features numerous pieces of equipment designed to aid medical procedures. Included among these is a decompression chamber, which proves particularly useful against the **Zetarians** in 2269.

he Constitution-class U.S.S. Enterprise NCC-1701 has extensive medical facilities located on Deck 7 of the vessel. In addition to an operating theater, recovery area, and laboratory, there is a multi-functional decompression and variable gravity chamber constructed off the main post-operative room. Its primary function is to allow a crew member suffering from decompression sickness to gradually adjust back to normal pressures, and although it is normally used for medical emergencies, it proves to be vital in the removal of Zetarian life forms that possess Lt. Mira Romaine on Stardate 5725.

#### Nefarious use

During its operational life, the decompression chamber undergoes a number of changes in design, although many of the main elements remain the same. On Stardate 3141, Khan Noonien Singh tries to use the variable pressure of the chamber to slowly suffocate Captain Kirk. At this time, the control system is located on a wall adjacent to the chamber, and the observation desk is not utilized. The changes made to the chamber in 2269 represent the final version utilized aboard the Constitution-class vessel, and it is this configuration that is seen as the definitive one.



A series of controls, which are used to either lower or raise the pressure, are located outside the decompression chamber.



Captain Kirk almost suffocates in the decompression chamber during Khan's attempt to gain control of the ship in 2266.

The decompression chamber is built into a reinforced bulkhead within the sickbay complex. Originally fitted with a rectangular bed running the entire length of the room, the interior of the chamber is tall enough to allow a crew member to stand upright, although the circular hatch requires the occupant to duck when passing through it. The exterior door is supported by two thick parallel rails, which run along the underside and upper section of the chamber's outer wall, allowing the door to slide into place from right to left, forming an airtight seal.

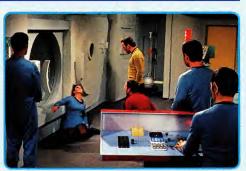
#### Secure chamber

The door, which is approximately 30 centimeters thick, is mounted on the upper and lower guide rails, and its center has a large circular protruding panel which contains a round observation window. The later version of the chamber also includes a rectangular observation port built into the right hand side of its wall. A communications console is located nearby.

The controls for the activation of the chamber door are located on a rectangular panel set into the wall next to the locking mechanism, having previously been located on a connected supporting wall. Once the door slides into place, an open locking bar located on the left of the chamber's entrance snaps shut and connects with an angled T-shaped receptacle on the surface of the door, locking the chamber and forming a seal which allows air to be pumped into or out of the interior with a low noise.

The design of the control panel remains the same despite its relocation, and consists of a number of manual controls and indicators that allow an operative to alter both the atmospheric pressure within the chamber and the gravity relative to the rest of the ship. Clearly marked 'Pressure Chamber' at the top of the panel, two sets of indicators located directly above white push-buttons open and close the main door, with the indicators glowing orange to show the chamber's status. Running upward through the center of the panel is a white translucent indicator bar - stencilled on the red sign to its left is the word 'Atmosphere,' with two sets of buttons and indicators marked 'Pressure' and 'Vacuum' located on the far left of the panel. A gradient scale from zero to 50 InHg runs along the right side of the indicator bar, which has a red-colored level to clearly show the chamber's internal pressure.

Located to the right of the atmospheric pressure bar indicator are the gravity controls, which take the form of a dial located below two indicator lights. The dial has a scale running from zero to five, and allows gravitational conditions to be altered within the chamber.

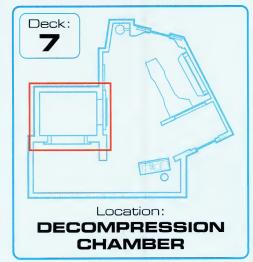


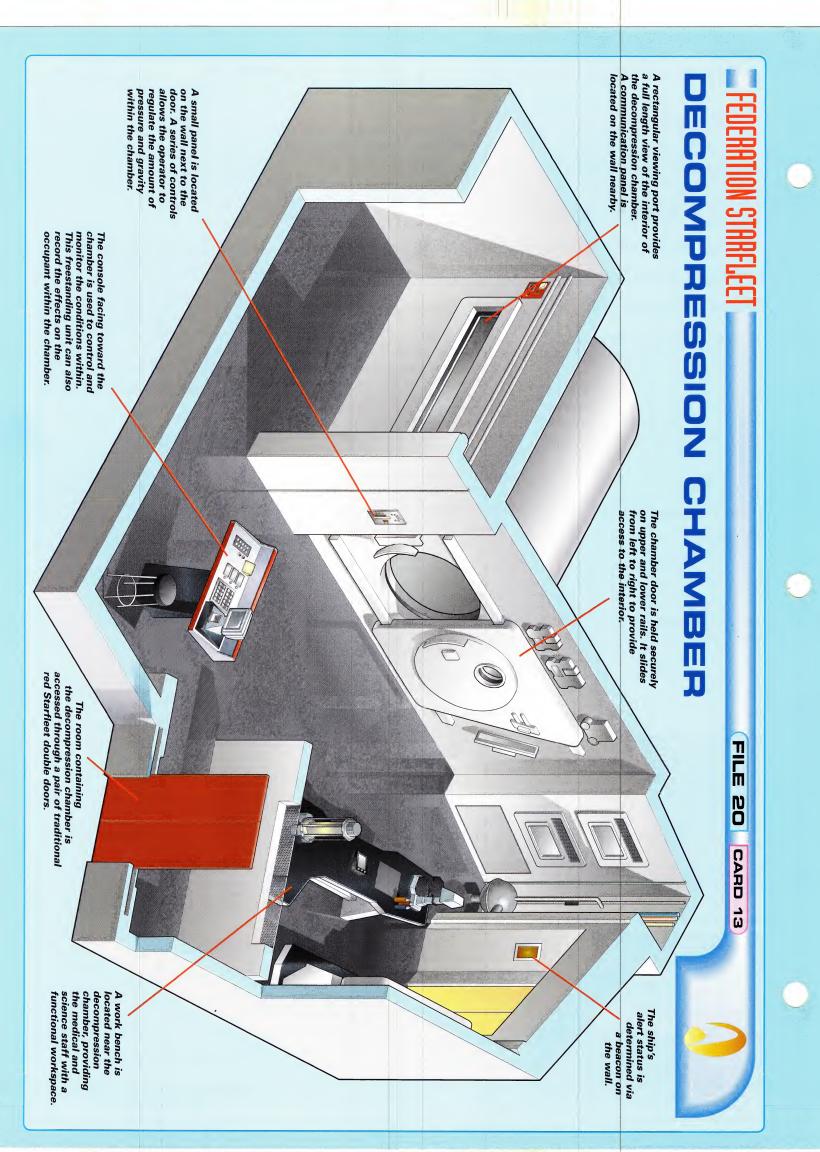
The library computer set into the nearby monitor station can record the effects of the chamber on the occupant within.



With gravity removed, the occupant of the chamber finds themselves weightless, although in a stable position.

Working in conjunction with the operative seated at the monitor and control console facing the chamber, the interior conditions of the unit can be manipulated, and the effects on the occupant directly monitored and recorded, by means of the library computer set into the monitor station. The narrow upper ledge consists of a waist-high angled bench; this is colored red, as is the underside of the unit, and it contains a series of push-button controls and circular indicator lights typical of Starfleet's control interfaces at that time. The rear panel of the workstation has a multicolored lighting display, which changes during activation of the chamber, and allows medical readings to be relayed to the attendant physician during treatment of a patient.





FILE 40 OTHER STARSHIPS

## Devore Shuttle

The small shuttles employed by the Devore Imperium feature a number of advanced systems that would not appear out of place on far larger ships.

n 2375, the *U.S.S. Voyager NCC-74656* has to travel through a large region of the Delta Quadrant that is governed by the Devore Imperium, a technologically advanced militaristic race who distrust visitors to their region almost as much as they fear telepaths. Devore xenophobia is so great that any vessel entering their boundaries will have to endure repeated boarding and inspection by Devore troops, overseen by an inspector. In order to police their territory, the Devore use fleets of huge heavily-armed warships. For transportation between Devore colonies and outposts, however, a small shuttle is often employed.

#### Sophisticated vessels

Devore Battleships incorporate a number of sophisticated scanning and defensive systems, including refractive shielding which can render their vessels virtually invisible to normal sensors. The approach of the Devore Shuttle can be detected within 300000 kilometers of Voyager, although Inspector Kashyk intends for his approach to be obvious during his undercover mission to disclose the wormhole through which Brenari telepaths are escaping the Devore system. The possibility of the shuttle being equipped with similar shield and weapons technology to the larger Devore vessels would seem to be confirmed by the readings taken by the Starfleet crew, as both systems are detected to be present but inactive.

The Devore Shuttle is piloted by a single occupant. Approximately the same length as a Class-8 Starfleet Shuttlecraft, the vessel is highly maneuverable, and capable of extended travel. The Devore Shuttle has been constructed to operate within the atmosphere of a planet, evidenced by its streamlined design, and is equipped with a tricycle undercarriage to enable it to land. These design features suggest the small ship is adaptable to a number of roles; it is also equipped with advanced subspace communications, allowing the pilot to address other vessels from the confines of the cockpit.

Viewed from above or below, the Devore Shuttle is delta-shaped, with its widest point forming at the stern of the vessel. Built into the tapered rear hull are four large warp and impulse exhaust vents. These contain a series of vertical grilles set into curved cowlings, and are separated by a rear trailing point formed by the axis of the upper and lower sections of the hull, joining together to form a ridge which runs around the outside of the shuttle. The exhaust vents flare out to form a pair of aerodynamic wings, which taper toward the pointed bow.

A dark alloy plating is used to protect the outer hull; the upper faces of the wings display the symbol of the Devore Imperium.

Situated at the mid-point of the hull's port and starboard edges are the dorsal matter intake and warp field grilles, which glow with a soft blue light when the ship is activated. The shuttle can be readied for take-off within an hour, and its standby status is indicated by the activation of this glow coupled with a dull orange emission from the rear exhaust vents. The vessel can be activated by a voice command from the pilot; the words "begin pre-ignition sequence" immediately activate the engines, evidenced by the glow from the exhaust vents intensifying to a bright orange-yellow color.

Approaching the shuttle from the starboard side, the large transparent canopy situated in the smooth forward curve of the bow automatically opens upward from the front of the cockpit, allowing the pilot to climb in from the side of the ship. Once inside, the cockpit canopy quickly closes and the launch can proceed. The upper and lower vents and starboard engine nacelles glow even brighter as the vessel lifts off the ground, the stern double claw feet leaving the deck just before the bow undercarriage. The shuttle rights itself and the undercarriage quickly retracts into the underside of the ship as it moves off. Accelerating to its cruising speed almost straight away, the small but powerful vessel offers sophisticated protection to its pilot, and comfort during the journey through their fiercely guarded territory.



The DEVORE SHUTTLE has a narrow profile, and sits close to the ground even when its landing gear is deployed.



As the DEVORE SHUTTLE lifts off, its landing gear quickly retracts into the underside of the streamlined hull.



The four rear exhaust ports glow with an intense light as the DEVORE SHUTTLE swiftly powers up to its cruising speed.



The DEVORE SHUTTLE is a small, streamlined single-seater vessel. It is, however, equipped with many of the technological advances that have made the Devore Imperium a force to be reckoned with in their region of the Delta Quadrant.

# NON-FEDERATION STARSHIPS

FILE 40 CARD 70

# Devoce Shuttle

The symbol of the Devore Imperium is displayed on each wing.

Dorsal waste heat radiators are located on either side of the shuttle. between **Devore** outposts and colonies. the *Devore Shuttle* is used primarily for transportation

Matter intake and warp field grilles are located on either side of the shuttle.

## STARBOARD VIEW

The forward sensor array is located just in front of the cockpit opening.

## FORE VIEW

The cockpit offers an expansive view of the surrounding space.

# The warp and impulse exhaust vents glow with a bright orange light when activated.

DORSAL VIEW

The DEVORE SHUTTLE's navigational deflector is located beneath the cockpit, on the underside of the vessel.

## SHUTTLE DEVORE

recorded: 2375

Shuttle

Remarks: The Devore Shuttle

sole occupant. is designed to carry a



Small grilles on either side of the DEVORE SHUTTLE glow with a diffuse light when the vessel is activated prior to take-off.



FILE 43 STARFLEET PERSONNEL

# Kosinski

Kosinski is a propulsion expert authorized by Starfleet to carry out tests on vessels' warp drive engines. His conceiled attitude masks the fact that his theories are nonsense and his achievements are due to someone else entirely.

OTHER CARDS IN THIS FILE...

65 LEAH BRAHMS

SEE OTHER

**OMNIPOTENT BEINGS......File 57** U.S.S. ENTERPRISE

NCC-1701-D ... STAR TREK: THE

**NEXT GENERATION....** ..File 69

File 25

he warp propulsion specialist Kosinski causes a stir in Starfleet circles when he comes to prominence in 2364. His theories appear to make no sense, and there is no appreciable improvement in engine performance when his specifications are independently entered into starship computers and run as part of a controlled test. He is not forthcoming in explaining them, and yet the field tests seem to work: aboard the U.S.S. Fearless NCC-4598 and U.S.S. Ajax NCC-11574 he produces a measurable increase in propulsion that

Kosinski is a tall, brownhaired man in his mid 30's. His unusual insignia places him outside the standard ranking structure, but he wears the gold uniform that denotes the engineering division. His manner is abrupt and arrogant, and he has a habit of not letting other people finish their sentences. On beaming aboard the U.S.S. Enterprise NCC-1701-D, his third assignment, he

cannot easily be explained.

immediately demands to see the captain, viewing more junior officers with the same disdain he shows his assistant, an alien known as the Traveler.

**Counselor Deanna** 

Troi's empathic reading of Kosinski is far from positive. She describes him as arrogant, overbearing, selfimportant, and very sure of himself and his ability. His success with upgrading engines has apparently gone to his head; when he is not shown the deference he believes is due, he throws a tantrum - hardly the expected response of a Starfleet professional.

#### Musterious methods

Kosinski's success is a much-debated issue. Experienced officers such as the Enterprise's first officer, Commander William T. Riker, label his theories "gibberish."

Kosinski is only authorized to experiment with different ways of entering warp speed and different intermix formulas; he is not permitted to make technical adjustments, and this is perhaps an indication of Starfleet's uncertainty

## PROFILE ON HOSINSHI

NAME: Hosinski

LIFE FORM: Human male

STATUS: Warp propulsion specialist, performing upgrades to the systems of existing vessels.

**COLLEAGUES:** Hosinski is apparently assisted by The Traveler, a being from the planet Tau Alpha C.

FIRST SEEN 'Where No One Has Gone Before' [TNG]



Kosinski wears the yellow shirt of the engineering department, and his unusual rank pip denotes that he is a specialist. He is an ambitious officer who no doubt hopes that his revolutionary work on warp propulsion will be rewarded by a swift climb up the career ladder.

about his methods. Kosinski is aware of the apparent magic he works. He knows that some people believe him to be a fraud, but he feigns having neither the time nor the inclination to explain.

The reality is that these claims mask his total lack of understanding of how he achieves improved engine performance. He fudges when cynical Starfleet officers force him to attempt an explanation. The supposed expert mixes up

specific tuning and broad tuning when giving 'explanations' of his work, and talks nonsense about "the elementals of space and time." His words are

denounced as meaningless by Chief Engineer Lt. Commander Argyle.

Kosinski nonetheless swiftly takes control of the Enterprise's Main



★ Arrival In 2364. Kosinski and the Traveler, his alien assistant from Tau Alpha C, beam aboard the U.S.S. ENTERPRISE

### ARROGANT ATTITUDE



Gibberish

Chief Engineer Argyle soon recognizes that Kosinski's 'explanations' are meaningless



False claims

Without the Traveler to assist him, it soon becomes clear that Kosinski knows far less than he claims about warp propulsion.



🔭 Vanishing point

During the warp engine upgrades, young Wesley Crusher notices that the Traveler seems to blink in and out of existence.

## Vhnori Cenotaph



The bodies of the Vhnori who undergo the ritual of transference are transported to an asteroid belt in orbit of a planet in the Delta Quadrant. An away team from the U.S.S. VOYAGER NCC-74656 discover numerous bodies on a Class-M asteroid in 2371.

The Vhnori bodies that have been transported to the asteroid in the Delta Quadrant are covered in a weblike biopolymer residue. Many of the bodies have remained undisturbed for vears: it is noted that others have arrived far more



The Vhnori burial pod resides within an ornate, gently lit chamber, a place of high religious significance overseen by Vhnori experts in the study of death. Dr. Neria is the senior thanatologist assigned to meet and discuss the afterlife with Harry Kim, although even he finds Harry's revelation of the Vhnori dead lying around in their naturally produced biopolymer shrouds hard to accept. Dr. Neria allows Ensign Kim to analyze the burial pod and surrounding chamber in detail; Harry learns enough to know he will be able to transport back to the asteroid field but only after the pod itself has killed him.

The burial pod is a large two-part device consisting of a deep lower

chamber and a high upper lid. Constructed from a black alloy, the cross section of the lower chamber is oval with a pointed upper section, and is supported by a similarly shaped integral support. The interior of the deeply scooped lower section is smooth, with a ceremonial gold-colored blanket placed underneath the Vhnori individual undergoing the transference ritual.

#### Ceremonial shroud

The flattened ledge of the lower chamber has four silver-colored clamps located at the head and foot of the unit, onto which the upper chamber section slides. Once in place, these clamps flick down and seal the pod, allowing



Those Vhnori about to undergo the ritual of transference spend the time beforehand carefully wrapping their bodies in a ceremonial shroud. These burial shrouds are often passed down through the generations, and must be wrapped in a particular way.

the transference to take place. Sheathed in a burial shroud, applied around the entire body, the individual lies with their head at the pointed end of the lower chamber and adopts what Commander Chakotay describes as "a pose of serenity" for their final journey.

Once the occupants of the chamber have positioned themselves - with their family watching over them - the upper section of the chamber is activated by the closest family member via a small console located at the foot of the lower section. This console consists of three illuminated displays and controls the entire 'cenotaph,' the word the Vhnori use for the transference system.

The upper section is constructed

of a deeply sculpted tan-colored alloy, which has a series of sweeping curves and grooves cut into its upper surface, along with stylized Vhnori script also seen on the dark red curved interior walls of the ceremonial crypt. The entire upper section is supported by four metallic rods attached to the thick red beams of the ceiling. On activation, the lid of the pod slowly descends until it mates with the lower section, sealing the occupant inside. The clamps flick shut, and the family place their hands on the engraved upper section and surround the pod.

The ceremony is orchestrated by the resident thanatologist, who begins by saying "Death is the end of this life. But, it is also the beginning of a new journey." On a given signal, the closest family member activates a purple control on the console, and red rods extend outward from a set of silver nozzles set within the head of the chamber. The rods stop when they touch the neck of the occupant, and with a brief electronic sound the color intensifies and the occupant dies.

#### Spectral ruptures

The entire ceremony is timed around the naturally occurring 'spectral ruptures' which permeate the planet, with a vacuole forming every six hours at the site used by Harry Kim. In common with thousands more ceremonial chambers around the Vhnori homeworld, the facility is built around the formation of the ruptures, which deposit a body within the asteroid belt every two hours. A larger monitoring console operated by the thanatologists is built into the rear of the transference chamber, showing the energy pattern of the subspace phenomenon, and when the next one will be arriving in the facility.

Vhnori culture utilizes a mixture of natu<mark>rally occurring spatial</mark> distortions and euthanasia to reinforce and promote its belief system. No Vhnori wishes to believe they end up as a decomposed body, and while they do not believe in spirits, Captain Kathryn Janeway notes that, after death, a neural energy is released which is exactly the same frequency as the ambient radiation. within the asteroid field. Whether this is a form of noncorporeal life is unknown, but their last resting place may not be the absolute end of Vhnori existence.

#### VHNORI REBIRTH

### Dying to get home

Ensign Harry Kim of the U.S.S. Voyager NCC-74656 is accidently transported to a Vhnori burial pod via a subspace vacuole in 2371. Kim's only method of returning to his ship is to die in the pod, whereby his body will be transferred to the 'Next Emanation.' The Vhnori have no intention of letting him do this, but Kim manages to take the place of Hatil, a Vhnori who has no desire to die, and returns to Voyager where he is revived by the Doctor.



Kim takes the place of Hatil, a Vhnori who is eduled to die, within the



Kim dies in the pod,



Ensign Kim appears in a burial pod after passing through a subspace vacuole.

FILE 43 STARFLEET PERSONNEL

# Kosinski

Kosinski is a propulsion expert authorized by Starfleet to carry out tests on vessels' warp drive engines. His conceited attitude masks the fact that his theories are nonsense and his achievements are due to someone else entirely.

OTHER CARDS IN THIS FILE...

**65 LEAH BRAHMS** 

SEE OTHER

OMNIPOTENT BEINGS ......File 57 U.S.S. ENTERPRISE NCC-1701-D... File 25

STAR TREK: THE **NEXT GENERATION....** ....File 69

he warp propulsion specialist Kosinski causes a stir in Starfleet circles when he comes to prominence in 2364. His theories appear to make no sense, and there is no appreciable improvement in engine performance when his specifications are independently entered into starship computers and run as part of a controlled test. He is not forthcoming in explaining them, and yet the field tests seem to work: aboard the U.S.S. Fearless NCC-4598 and U.S.S. Ajax NCC-11574 he produces a measurable

Kosinski is a tall, brownhaired man in his mid 30's. His unusual insignia places him outside the standard ranking structure, but he wears the gold uniform that denotes the engineering division. His manner is abrupt and arrogant, and he has a habit of not letting other people finish their sentences. On beaming aboard the U.S.S. Enterprise NCC-1701-D, his third assignment, he

increase in propulsion that

cannot easily be explained.

immediately demands to see the captain, viewing more junior officers with the same disdain he shows his assistant, an alien known as the Traveler.

**Counselor Deanna** Troi's empathic reading of Kosinski is far from positive. She describes him as arrogant, overbearing, selfmportant, and very sure of himself and his ability. His success with upgrading engines has apparently gone to his head; when he is not shown the deference he believes is due, he throws a tantrum - hardly the expected response of a Starfleet professional.

#### Musterious methods

Kosinski's success is a much-debated issue. Experienced officers such as the Enterprise's first officer, Commander William T. Riker, label his theories "gibberish."

Kosinski is only authorized to experiment with different ways of entering warp speed and different intermix formulas; he is not permitted to make technical adjustments, and this is perhaps an indication of Starfleet's uncertainty

## PROFILE ON **HOSINSHI**

NAME: Kosinski

LIFE FORM: Human male

STATUS: Warp propulsion specialist, performing upgrades to the systems of existing vessels.

**COLLEAGUES:** Hosinski is apparently assisted by The Traveler, a being from the planet Tau Alpha C.

FIRST SEEN 'Where No One Has Gone Before' [TNG]



the engineering department, and his unusual rank pip denotes that he is a specialist. He is an ambitious officer who no doubt hopes that his revolutionary work on warp propulsion will be rewarded by a swift climb up the career ladder. by a swift climb up the career ladder.

about his methods. Kosinski is aware of the apparent magic he works. He knows that some people believe him to be a fraud, but he feigns having neither the time nor the inclination to explain.

The reality is that these claims mask his total lack of understanding of how he achieves improved engine performance. He fudges when cynical Starfleet officers force him to attempt an explanation. The supposed expert mixes up

specific tuning and broad tuning when giving 'explanations' of his work, and talks nonsense about the elementals of space and time." His words are

denounced as meaningless by Chief Engineer Lt. Commander Argyle

Kosinski nonetheless swiftly takes control of the Enterprise's Main



★ Arrival In 2364, Kosinski and the Traveler, his alien assistant from Tau Alpha C, beam aboard the U.S.S. ENTERPRISE NCC-1701-D

#### ARROGANT ATTITUDE



Gibberish

Chief Engineer Argyle soon recognizes that Kosinski's 'explanations' are meaningless technobabble.



False claims

Without the Traveler to assist him, it soon becomes clear that Kosinski knows far less than he claims about warp propulsion.



★ Vanishino point

During the warp engine upgrades, young Wesley Crusher notices that the Traveler seems to blink in and out of existence.

## Hosinski





Kosinski demands to be taken to the captain, and treats even such senior staff as the first officer and chief engineer with contempt.

Engineering section. His schedule is the same as on the two previous ships: he plans to make his adjustments at warp 1.5 and complete them as the ship achieves warp 4. On this occasion, however, his experiment produces an unexpected result when the starship is propelled further and faster than any previous Federation vessel. The Enterprise travels 2700000 light years, passing through two Galaxies and ending up in the uncharted Galaxy M33. At maximum warp speed it would take more than 300 years to return to Federation space. An attempt to return to the Alpha Quadrant goes even more awry: the starship enters a realm unlike anything the crew has seen before, where the physical universe and the forces

#### Misplaced pride

of imagination are combined.

Kosinski initially panics at these unforeseen events; he is unable to supply answers because he himself has no idea of what has happened. He quickly regains his composure and cocky attitude, however, and attempts to cover his ignorance with more technobabble about mistakenly adding energy "asymptomatically." The so-called propulsion expert prides himself on having made the warp 10 barrier meaningless, and reveals the full extent of his ego when he entertains the notion of calling a new set of parameters the Kosinski scale. For all his bluff, he is certain that he caused the Enterprise's journey on some integral level. He believes he is acting on the same plane as his assistant - an alien from the planet Tau Alpha C.

Kosinski's assistant maintains a low profile during the tests on the Enterprise's warp experiments. His function is ostensibly to key in the



#### 🔭 Unexpected journey

The warp modifications throw the U.S.S. ENTERPRISE across the universe, but Kosinski has no idea how this has happened.

base propulsion formulas used by Kosinski to test the engines, as he can do this more rapidly than any human - but he is actually responsible for the baffling improvements in efficiency. The Traveler is able to manipulate space, time, and thought in concert. He is dying, however, and the sudden surges of velocity suffered by the Enterprise are symptomatic of his condition.

#### The truth revealed

Kosinski is suitably humbled when his deceit is revealed. He maintains his wits, however, listening closely to the Traveler's explanations of the Enterprise's journey and joining in the dialogue. He is even invited by the Tau Alpha C alien to play a part in the starship's safe return home, and looks vaguely shocked at still being considered useful. Additionally, his desire for the Enterprise to stay a

while and study the bizarre realm reveals a genuine scientific sensibility not apparent beforehand. This indicates that Kosinski is not completely self-absorbed.

The specter of Kosinski's work is raised aboard the Enterprise some months later, when Starfleet investigator **Dexter Remmick** conducts extensive interviews. He tries to build a conspiracy case out of the fact that Captain Jean-Luc Picard allowed Kosinski to go on working even though the senior staff were dubious about his theories - but this misses the point that Starfleet authorized his tests in the first place. As for the man himself, his future is unknown. It is likely that, after the Traveler incident, Kosinski loses his status and his reputation. The question of whether he has a meaningful contribution of his own to make to science remains unanswered.

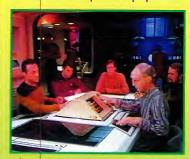


#### ★ Bluffing himself

Kosinski tells the captain that he honestly did think that on some integral level the propulsion improvements were down to him.

> "One thing that Hosinski isn't hiding is his bad disposition."

> > - Commander William T. Riker's evaluation of the warp specialist



#### Gentle beino

The Traveler seems to bear Kosinski no ill will for the way the human has used him.

#### KOSINSKI'S LEGACY

#### Vesley's experiments

Kosinski dismisses the teenaged Wesley Crusher as a "child" when he encounters him aboard the *U.S.S. Enterprise*, but the Traveler recognizes something incredible in the boy when he instantly grasps the 'Kosinski formula.' Four years later, Wesley tries to find a way to improve the *Enterprise*'s engine efficiency by experimenting with Kosinski's warp field equa-

tions. He creates a static warp field inside a chamber and tries to keep it intact, but it momentarily expands beyond the warp drive and traps Dr. Beverly Crusher. Wesley manages to safely retrieve his mother from the warp bubble with the help of the Traveler, who returns at the crucial moment. There have been no known further applications of Kosinski's equations.



FILE 44 NON-STARFLEET HUMANS

# Magnus and Erin Hansen

Erin and Magnus Hansen are well-known Federation exobiologists who follow their dream of learning more about the dreaded Borg. Their obsession leads them to set out across the Galaxy on an ultimately doomed research mission.

OTHER CARDS IN THIS FILE...

12 ZEFRAM COCHRANE

24 DR. NOONIEN SOONG

28 ROBERT AND NANCY CRATER

THE BORG... STARFLEET PERSONNEL.....File 43

STAR TREK: VOYAGER......File 71

wenty years before the Borg mount their first attempted invasion of the Federation, the collective is alerted to the presence of a small craft pursuing a Borg cube. This is the S.S. Raven NAR-32450, home to two human exobiologists with a thirst for knowledge - Magnus and Erin Hansen. The married couple share more than their career: both are tall and blond, and appear to be in their late 20's or early 30's. Both choose to give up a home and the respect of their colleagues to undertake a long, perilous journey in the name of science. Both are

accomplished their mission.

The Hansens have a dream: to determine if the Borg are more than the "rumor and sensor echoes" some people claim, and then to study the cyborgs at close range. After much campaigning, they receive permission from the **Federation Council of** Exobiology in 2352 to pursue their dream. They say their goodbyes and board the Raven, which is destined to be their home for years to come.

#### Secretive couple

Curiously little is known about the Hansens. The official records detail their occupations, and the fact that their approach was sometimes considered unorthodox. They wanted little to do with Starfleet or the Federation, preferring to

## PROFILE ON THE HANSENS

**NAMES:** Magnus and Erin Hansen LIFE FORMS: Human **STATUS:** Assimilated into the Borg collective. PROFESSION: Exobiologists investigating the Borg. CHILDREN: Annika Hansen, aka Seven of Nine.

FIRST SEEN: 2352 STARSHIP LOBE 'The Raven' [YOY] ultimately costs them their individuality.

> flight plan, cross the not known what the Neutral Zone is the

probable reason. In going on, Magnus and Erin realize they are burning their bridges with the Federation.

### Close-knit family

Magnus and Erin Hansen commit their lives

Erin is the Raven's pilot, and the more practical partner. She knows when to take a break and prepare a meal, while her husband would rather pore over newly-acquired data. Their isolation and close quarters sometimes puts a strain on the relationship, and they argue about things such as refuelling, but they evidently love each other very much. Even after three years with no other company, they still kiss each other fondly on the cheek. Annika is not neglected, either; Magnus does his best to explain their long mission to her, saying that they hope to be friends with the Borg one day. The proud parents call the little girl "muffin," and cover one of the Raven's bulkheads with her

follow their own agenda. It is also known that Erin gave birth to a daughter, named Annika, at the Tendara colony in 2348. The last recorded sighting of the family is at a remote outpost in the Omega sector. Thereafter they

deviate from their

The Hansens

even transport a regenerating drone to the RAVEN as part of their research.

Neutral Zone separating Federation and Romulan space, and even disobey a direct order to return. It is circumstances prompted this order, or from whom it came, but the violation of

## 🜟 Explaining the Borg

to give up until they have

insatiable in their desire

for knowledge of other

species, and refuse

Magnus takes the time to explain the nature of the Borg hive mind to his young daughter, Annika.



#### TRACKING THE BORG

#### 🖈 Examining the collective

Magnus Hansen transports aboard the BORG CUBE. He uses a biodampener of his own design to hide his biosignature from the collective.

> ★ Amazing find The S.S. RAVEN NAR-32450 trails behind a BORG CUBE as the Hansens conduct their research into the collective. The small ship is safe so long as it does not pose a threat.



## Magnus and Erin Hansen



🖈 Doting father

Despite the dangerous nature of the Hansens' lonely mission, Magnus always finds time for

paintings. They make a particular fuss of Annika on her birthdays; when she turns five, they prepare a cake with five candles, plus one for good luck.

#### Un the trail

According to popular gossip, the Hansens aimed their small ship at the Delta Quadrant and were never heard from again. In reality, they track potential Borg readings for eight months without success. before stumbling upon their quarry - a Borg cube. The husband-andwife team are struck with wonder at their first sight of the Borg. They swing into action like a well-oiled

🖈 Comforting presence Annika and her mother often sit together when Magnus undertakes an away mission to the BORG CUBE.

machine, barely able to contain their excitement as they compare readings from their consoles and exchange data. They follow the massive ship through a transwarp conduit to the other side of the Galaxy, where they begin their study in earnest.

The Hansens are innovators as well as scientists. The Raven is hidden from Borg sensors by advanced multi-adaptive shielding. There is no information on this technology contained in the Starfleet database, indicating that the Hansens developed it en route. They also invent a device called a biodampener, which creates a field around the body that simulates the physiometric conditions within a Borg vessel. Each unit is attached to an armband

"It seems they were fairly well known for being unconventional, and for some rather unique scientific theories.

— Captain Hathryn Janeway tells Seven of Nine about her parents in their mind is comforting and

and tailored to its user's physiology, allowing them to transport to the Borg cube and observe drones in action without being detected.

Magnus forms an away team of one, transmitting visual and audio data back to Erin on the Raven. He also takes notes on a PADD. In this way, the couple learn a great deal about the Borg in a short period, such as the fact that drones from different sub-units interact, and that the collective must logically have a queen. They even develop pet names for the drones under observation, including Junior, Bill, and Needlefingers.

#### Data collection

Like all good scientists, the Hansens also keep extensive field notes, detailed journals, and biokinetic analyses. They make more than 9000 log entries, comprising 10 million terraquads of data. The Hansens become bolder as time goes on, despite occasional close calls such as Magnus having to spend the night in a maturation chamber aboard the Borg cube when the Raven's transporter goes down. They even beam drones back to the ship during their regeneration cycle to make more detailed physiological examinations. Magnus scans the body while Erin works on the cranium, and they tag the drones they wish to keep observing with a subdermal probe.

Overconfidence is ultimately the Hansens' downfall. The Raven's shielding fails for 13.2 seconds during a subspace plasma storm, and suddenly they are targets for the Borg. Magnus and Erin refuse to panic, however; incredibly, they even make light of their increasingly desperate situation and maintain their logs. Foremost

protecting the young Annika.

The end comes swiftly. The exobiologists attempt to ground the Raven on a Class-M planet and abandon ship, but the Borg come for them. Magnus tries to fight the drones, but to no avail. The last, terrified thoughts of the Hansens before they are assimilated are for their daughter, as they scream at her to run and hide. Annika, too, is assimilated.

#### Scientific legacy

In a cruel twist of fate, the Hansens become closer than they ever conceived to the race that so fascinated them. Nevertheless, the memory of Magnus and Erin Hansen lives on through their daughter, later known as Seven of Nine, while their legacy allows the crew of the U.S.S. Voyager NCC-74656 to rescue Seven from the Borg Queen's stronghold in 2375. Captain Janeway, after reading their logs, agrees with the consensus that the Hansens' methods were unorthodox - but she also acknowledges that this is true of most great explorers.



#### \star Drone

Two decades after he is assimilated into the Borg collective, Magnus Hansen operates as a mere drone, serving the Borg Queen in her chamber as part of Unimatrix Zero-One.

#### CRUEL FATE

## Joining the collective

Magnus, Erin, and Annika Hansen face a prospect many consider worse than death when the Borg invade the S.S. Raven NAR 32450 – they are assimilated. Erin's eventual fate is unknown, but the Magnus drone remains operational until at least 2375. Annika - now known as Seven of Nine - is liberated from the collective by Captain Kathryn Janeway in 2374. The following year, she is taken captive by the Borg Queen, who attempts to seduce her back to the collective. During this time, Seven is shocked to come face-to-face with her father once more. The drone that was once Magnus Hansen serves the queen in her Delta Quadrant lair, merely an unthinking, mechanical appendage of the Borg. It is a wretched fate for a scientist who was once so spirited and independent – and seeing her father defiled in this way impresses on Seven the value of her own individuality.



Hun

32450. Erin Hansen effort to escape.



Magnus Hansen's last thoughts are of his daughter. He screams her name as he is held in the grip of a Borg drone



# Vhnori Cenotaph

For the Vhnori, death is not a moment filled with sadness. They look forward to their passing with a sense of anticipation, for it is believed that the dead go on to the 'Next Emanation, a state of existence that can only be reached through the Vhnori cenotaph.

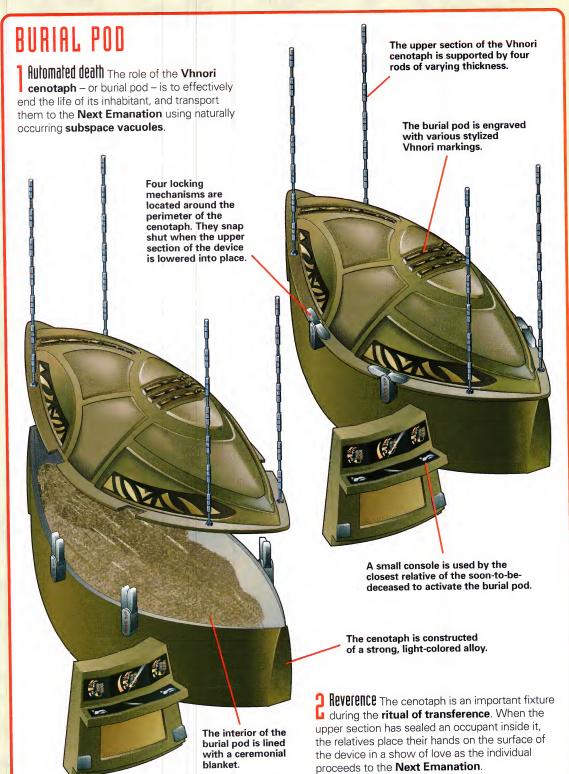


During the Vhnori ritual of transference, the relatives of the deceased place their hands on the cenotaph, or burial pod.

n Stardate 48623, a completely new element is detected by the crew of U.S.S. Voyager NCC-74656 within an expansive asteroid belt circling a nearby planet in the Delta Quadrant. Investigation of one Class-M asteroid reveals a number of bodies in various states of decomposition, and further scans reveal more than 200000 Class-5 humanoid corpses in the asteroid field. The previously detected element is a natural by-product of the bodies' decomposition, and an ethical decision to leave the bodies and return to Voyager is taken after records are made of the burial site. During transportation, however, Ensign Harry Kim is drawn into an extremely powerful subspace rupture. He is transported many light years to the source of the bodies - the Vhnori homeworld and finds himself inside a Vhnori burial pod, one of the most ritually important devices used on the planet.

Passing on

The Vhnori civilization treats death very differently to many other cultures, in that it does not believe in a spiritual after ife. Instead, a person moves to the 'Next Emanation' in a physically intact form. Harry Kim's accidental revelation of the dead bodies he sees within the asteroid belt rocks normal Vhnori citizens, such as Hatil Garan, to the core, as he has decided to undergo voluntary euthanasia, which is part of the Vhnori ritual of transference Vhnori medicine is relatively primitive, so life-threatening or debilitating diseases are often seen as a burden on the close Vhnori family structures. Individuals do not fear death, because of their total belief in the Next Emaration as a corporeal meeting place for the deceased. As such, euthanasia is embraced within their culture.



## Vhnori Cenotaph



The bodies of the Vhnori who undergo the ritual of transference are transported to an asteroid belt in orbit of a planet in the Delta Quadrant. An away team from the U.S.S. VOYAGER NCC-74656 discover numerous bodies on a Class-M asteroid in 2371.

The Vhnori bodies that have been transported to the asteroid in the Delta Quadrant are covered in a weblike biopolymer residue. Many of the bodies have remained undisturbed for years; it is noted that others have arrived far more recently.



The Vhnori burial pod resides within an ornate, gently lit chamber, a place of high religious significance overseen by Vhnori experts in the study of death. Dr. **Neria** is the senior thanatologist assigned to meet and discuss the afterlife with Harry Kim, although even he finds Harry's revelation of the Vhnori dead lying around in their naturally produced biopolymer shrouds hard to accept. Dr. Neria allows Ensign Kim to analyze the burial pod and surrounding chamber in detail; Harry learns enough to know he will be able to transport back to the asteroid field but only after the pod itself has

The burial pod is a large two-part device consisting of a deep lower

chamber and a high upper lid. Constructed from a black alloy, the cross section of the lower chamber is oval with a pointed upper section, and is supported by a similarly shaped integral support. The interior of the deeply scooped lower section is smooth, with a ceremonial gold-colored blanket placed underneath the Vhnori individual undergoing the transference ritual.

#### Ceremonial shroud

The flattened ledge of the lower chamber has four silver-colored clamps located at the head and foot of the unit, onto which the upper chamber section slides. Once in place, these clamps flick down and seal the pod, allowing



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#### VHNORI REBIRTH

### Duina to aet home

Ensign Harry Kim of the *U.S.S. Voyager NCC-74656* is accidently transported to a Vhnori burial pod via a subspace vacuole in 2371. Kim's only method of returning to his ship is to die in the pod, whereby his body will be transferred to the 'Next Emanation.' The Vhnori have no intention of letting him do this, but Kim manages to take the place of Hatil, a Vhnori who has no desire to die, and returns to Voyager where he is revived by the Doctor.



Kim takes the place of scheduled to die, within the burial pod.



Kim dies in the pod,



Ensign Kim appears in a burial pod after passing through a subspace vacuole.

# 'Once Upon a Time'

Naomi Wildman spends time in a childhood fantasy holodeck program with some amazing elemental friends while, unknown to her, the U.S.S. Voyager NCC-74656 races to locate the crashed *Delta Flyer* and her seriously injured mother, **Ensign Samantha Wildman**.

"When my family was killed... I lost everything. I still have nightmares... it hasn't been easy... I... I don't want Naomi to go through what I did."

he **Delta Flyer** is severely damaged in an ion storm, and crashlands 300 meters below the surface of a Class-M planet. Ensign Samantha Wildman sustains a punctured kidney and internal bleeding, leaving her in need of urgent medical assistance if she is to live. The crew of the U.S.S. Voyager NCC-74656 search for the shuttle, while Neelix is left to supervise young Naomi Wildman. He considers it best that she be kept ignorant of her mother's plight. Naomi visits the **Forest of Forever** in a

holodeck version of the 'Adventures of Flotter', a series of children's stories about a water imp. She relays her adventures to Neelix, who volunteers that he and his sisters once lived beside a large forest.

Naomi is upset when Flotter is seemingly destroyed by a **fire elemental**, but with Ensign Harry Kim's help Neelix is able to create a Flotter doll from the replicator. Naomi's response to the gift is rather muted; although she has been researching an ingenious method for restoring Flotter, she is also concerned about the lack of communication from her mother.

#### ON SCREEN...



1 The DELTA FLYER is severely damaged in an ion storm, and crashlands on a Class-M planet. The crew of the vessel are unable to contact the U.S.S. VOYAGER NCC-74656.



Neelix looks for Naomi Wildman in the holodeck, where she is enjoying the company of Flotter. The program proves to be a distraction from the DELTA FLYER's plight.

## Starship down

Voyager locates the area where the Delta Flyer crashed, but cannot ascertain whether the craft disintegrated or not. Captain Kathryn Janeway orders that Naomi should be appraised of events, but Neelix aggressively counsels against this, citing his own sorrows as an orphaned child.

During the night, Naomi awakes and makes her way to the bridge, where she overhears the situation and a call to sickbay anticipating heavy casualties. Shocked, she runs away. When the Delta Flyer is located, Neelix tracks Naomi to the holodeck, where she has restored Flotter, and he explains why he kept the truth from her. The Delta Flyer is successfully retrieved in time for Voyager to evade an imminent ion storm; Naomi and her mother are reunited, and later join



Ensign Samantha Wildman suffers Iife-threatening injuries in the crash.
Unfortunately, she cannot be treated with
the limited resources available on the FLYER.



In an effort to brighten Naomi's spirits over the loss of Flotter, and ease her worries over her absent mother, Neelix presents her with a replicated Flotter doll.



farewell messages to their loved ones when the vessel's life support systems

begin to expire.

Naomi discovers the severity of her mother's situation when she visits the bridge and learns that sickbay has been alerted to possible incoming casualties.



The U.S.S. VOYAGER NCC-74656 successfully retrieves the DELTA FLYER and its crew, and escapes before it is damaged by an approaching ion storm.

# 'Timeless'

Fifteen years after the *U.S.S. Voyager NGC-74656* crashlands on a desolate ice planet, the only surviving crew members — former **Starfleet** officers **Harry Kim** and **Chakotay** — set in motion a plan that will alter the course of history for the unfortunate **Federation** starship.

he year is 2390. Transporting down to an icy wasteland, **Chakotay** and **Harry Kim** locate the **U.S.S. Voyager NCC-74656** interred in ice, with all crew members dead. Searching the derelict starship, they transport **Seven of Nine**'s corpse to the **Delta Flyer** in orbit above, and reactivate the **Doctor**.

Fifteen years earlier, a new **quantum slipstream drive** is a cause for celebration aboard *Voyager*. Incorporating technology previously unknown to **Starfleet**, it promises an imminent return home. Kim's solution to misgivings about some aspects of the endeavor is for a shuttlecraft to precede *Voyager* through the slipstream, transmitting phase variations to the following starship.

Kim and Chakotay inform the Doctor that they did arrive back in the **Alpha Quadrant**, but when *Voyager* exited the slipstream it crashed with the loss of all hands.

## Correcting past mistakes

Harry passed the wrong information to *Voyager*, initiating events that resulted in the crew's death. He can now correct his data, and plans to transmit modified information using Seven's internal transceiver and a **Borg temporal transmitter**. In order to activate this plan, he and Chakotay have become renegades, and are being pursued by **Captain Geordi La Forge** of the *U.S.S. Challenger NCC-71099*.

Voyager enters the slipstream behind the shuttle, and Harry transmits phase compensation details, but when the variance increases he is unable to fathom why; an energy overload prevents the slipstream engine from being taken offline. Harry's transmission from the future is successful, and Seven of Nine is able to enter the corrections, but they make no difference.

Distraught that his plan has failed, Harry sends a new message that results in *Voyager* safely departing the slipstream. The slipstream drive is taken offline until its safety can be guaranteed; nevertheless, it has shaved 10 years off *Voyager's* journey.

#### STARSHIP FACTS

The older Harry Kim is bitter that Starfleet broke off its search for Voyager nine years earlier.

#### ON SCREEN...



Older incarnations of Chakotay and Harry Kim locate the crashed U.S.S. VOYAGER NCC-74656 on a distant world in the Alpha Quadrant.



3 The Doctor assists Kim and Chakotay as they attempt to send a message back through time to warn the crew of VOYAGER's impending doom.



The older Kim successfully transmits a message to VOYAGER instructing the crew to halt their quantum slipstream experiment in order to save the ship.

#### 'TIMELESS'

"Fifteen years ago, I made a mistake... and 150 people died. I've spent every day since then regretting that mistake"

- An older Harry Kim



The revolutionary quantum slipstream drive results in a celebration aboard VOYAGER, where Seven of Nine consumes rather too much champagne.



Captain Geordi La Forge commands the U.S.S. CHALLENGER NCC-17099 in pursuit of the DELTA FLYER, which has been stolen by Chakotay and Kim.



6 A subdued Kim views a message sent back through time by his older self, safe in the knowledge that his actions have prevented the destruction of VOYAGER.

# Infinite Regress

"You are strong. You will make an excellent mate."

> - Seven of Nine to **B'Elanna Torres**

When the U.S.S. Voyager NCC-74656 comes into close proximity to a Borg Vinculum that has been altered by Species 6339, Seven of Nine begins to manifest a torrent of personalities that threaten to overwhelm and destroy the former drone.

hen Seven of Nine begins to emulate a **Klingon** warrior, followed by a young friend for **Naomi Wildman**, and a member of the Vulcan High Command, the **Doctor** ascertains that these multiple personalities are among the millions assimilated by the Borg, and uses a medical device to repress them.

Lt. Torres detects a Borg interlink frequency among the debris of a destroyed Borg vessel; it is surmised that this is responsible for Seven's condition. The signal is traced to a device that Seven recognizes as a Borg Vinculum, the purpose of which is to erase the personality of new drones. She suggests it has recognized her as an errant drone and is attempting to reintegrate her into the collective. Destroying the device is likely to cause Seven permanent damage, but she is confident that she will be able to disable it. The work may take a number of days, so the Vinculum is transported aboard the *U.S.S. Voyager NCC-74656*. Study of the device reveals a biological virus within that has mutated to attack technology and has warped the Vinculum.

Personality Crisis

By this point the Doctor is no longer able to suppress Seven's emerging personalities, but attempts to disable the Vinculum have a detrimental affect, diminishing her own

Contact is made with Species 6339, who deliberately infected the Vinculum to destroy Borg drones. They demand that it be replaced to serve its purpose, and attack Voyager when their request is denied.

Tuvok attempts a Vulcan mind-meld to restore Seven's personality, while Torres again tries to disable the Vinculum, this time successfully. Tuvok is initially overwhelmed by the multiple personalities, but disabling the Vinculum isolates and ultimately restores Seven's true self. With the Vinculum then transported off Voyager, Species 6339 halt their attack. A week of regeneration leads to Seven's complete recuperation.

## IARSHIP FACTS

The virus originates from a member of Species 6339, whose assimilation caused a Borg ship to self-destruct.

#### ON SCREEN...



Seven of Nine begins to exhibit a number of different personalities. She scours the mess hall in search of meat, then hungrily tears into it just as a Klingon warrior would.



Naomi Wildman is surprised when Seven starts to behave like a young girl and states that she wants to do "something fun." The two new friends play Kadis-Kot together.



The Doctor attaches a small device to Seven's neck that will monitor her neural synapses and should inhibit any further personality changes.



The crew of the U.S.S. VOYAGER NCC-74656 locate the Borg Vinculum that is responsible for Seven of Nine's alarming



Members of Species 6339 come aboard OYAGER, and reveal that they plan to infect the Borg with a virus, using the Vinculum as a method of delivery.



Tuvok initiates a Vulcan mind-meld with Seven's crowded mind in an effort to draw her personality out, successfully bringing it to the fore ahead of the others.

# 'Nothing Human'

When the crew of the *U.S.S. Voyager NCC-74656* come to the aid of a damaged alien vessel, **Lt. B'Elanna Torres** finds herself attached to its non-humanoid pilot, and only a holographic version of a hated **Cardassian** exobiologist can offer hope of removing the creature.

ON SCREEN...



The U.S.S. VOYAGER NCC-74656 discovers a damaged alien vessel with a single, severely injured non-humanoid life form aboard.



"Ethics are arbitrary!
How do you think your own
databases were developed?
My God, half of Earth's
medical knowledge
was acquired through

experiments on animals!"

- Crell Moset

The alien attaches itself to B'Elanna Torres in an effort to sustain its failing bodily functions. The Doctor is unable to remove the creature without killing Torres.



The Doctor creates a hologram of Crell Moset, a Cardassian exobiologist, who he hopes will help to find a way of detaching the creature from Torres.



4 Ensign Tabor, a Bajoran, expresses disgust at the presence of the hologram, revealing that the real Crell Moset conducted unethical experiments.



Captain Janeway orders the Doctor and Moset to remove the alien from Torres. It is beamed to a ship of its own species when the procedure is complete.



6 The Doctor elects to deactivate the Crell Moset program, believing that the Cardassian's unethical experiments go against everything that he stands for.

he *U.S.S. Voyager NCC-74656* is engulfed by an energy wave that deposits information into the computer, including an untranslatable audio file. The wave's trail leads to a damaged ship containing an injured non-humanoid life form. The Doctor is unable to treat it effectively, and finding information on exobiology becomes a priority when the creature attaches itself to Lt. B'Elanna Torres, secreting a paralyzing agent and linking to her biological functions. A solution is to create a mobile interface for the exobiology database, and the Doctor selects Crell Moset, a Cardassian exobiologist, for this purpose.

#### Mass murderer

Progress is made in a **holodeck** recreation of Moset's laboratory, but his program starts to destabilize. **Ensign Tabor**, a **Bajoran** aiding the program's restoration, accuses Moset of being a mass murderer who performed medical experiments on living subjects during the Cardassian occupation of **Bajor**. Torres refuses treatment from Moset.

Further research appears to corroborate Tabor's story, and the **EMH** is faced with a difficult ethical decision. This Moset may only be a replica of the original, but the medical procedures that can save Torres were developed using appalling methods. Tabor insists that the results of such tainted medical research should be purged, yet Moset points out that many medical breakthroughs have occurred under similar circumstances.

**Captain Janeway** prioritizes B'Elanna's life and orders the Doctor to proceed, accepting responsibility for any moral dilemmas. As Moset and the EMH begin, a ship similar to the alien's arrives, locks on to *Voyager*, and starts draining power. The alien is detached from Torres and transported onto its comrades' departing vessel.

Torres is not pleased that her wishes have been ignored, and the Doctor decides to delete Moset's hologram and database.

### STARSHIP FACTS

The audio file downloaded to the U.S.S. Voyager NCC-74656 contains over 10000 distinct sounds – more than the computer can decipher.

# ١

# **A** update

on **Drayan II**. In 2372, Alcia departed from her people's isolationist ways to meet with **Captain Kathryn**Janeway and explain Drayan death rituals to **Tuvok**.

(Starship Log: 'Innocence' [VOY]) SEE FILES 18, 71

learning center for concert musicians. The academy accepted a young cello student named Miles O'Brien, but the teen preferred to pursue a career in Starfleet. (Starship Log: 'Shadowplay' [DS9]) SEE FILES 43, 70

an archivist in the **Bajoran** woman was employed as an archivist in the **Bajoran Central Archives**. In 2371, she was studying the **Elemspur Detention Center** and was led to believe that **Major Kira Nerys** had once been detained at the facility. (*Starship Log:* 'Second Skin' [DS9]) **SEE FILE 10, 70** 



Alenis Grem contacted Kira Nerys when evidence came to light suggesting that Kira had once been a prisoner at the Elemspur Detention Center. Kira herself had no recollection of her supposed detainment.

and served warm. **Neelix** prepared a batch of algae puffs as part of an authentic Enaran dinner in 2373. (Starship Log: 'Remember' [VOY]) **SEE FILES 18, 71** 

**August 2016** In 2371, this area of space was subjected to an intense search by a joint **Federation-Cardassian** effort to locate **Elim Garak** and **Odo**'s missing **Runabout**. (*Starship Log:* 'The Die is Cast' [DS9]) **SEE FILE 70** 

a holoprogram into its subroutines to see how it works. The process leaves the original program nonfunctional. The EMH was threatened with algorithm extraction by the Romulans in 2374 after an unproductive interrogation. (Starship Log: 'Message in a Bottle' [VOY]) SEE FILES 56, 71

Paris from Abaddon in the Delta Quadrant. Alice had an advanced optronic weapons array and a neurogenic interface that she used to control her pilot's mind. (Starship Log: 'Alice' [VOY]) SEE FILES 40, 71

Neelix's sister. Alixia was adventurous and took her brother to see natural wonders such as the Caves of Touth. Sadly, she was killed on Rinax by the Haakonian Order's metreon cascade in [VOY]) SEE FILES 18, 43, 71



In the mirror universe, Regent Worf is the leader of the Alliance, a vast interstellar empire jointly ruled by the Cardassians and the Klingons.

Philosopher, writer, and leader of a back-tonature colony stranded on the planet **Orellius** since

2360. Alixus allowed settlers to die rather than violate her antitechnology ethic. Her colony was discovered by **Commander Benjamin Sisko** in 2370. (*Starship Log:* 'Paradise' [DS9]) **SEE FILES 4, 70** 

Alixus was a fanatic. She engineered her transport ship's crashlanding on a remote world in order to force the crew to return to nature.



the standard treatment for **Klingons** in anaphylactic shock. This was taught to non-medical students as well as trainee medics at **Starfleet Academy**. (*Starship Log:* 'Darkling' [VOY]) **SEE FILE 71** 

leader, believed coffee was similar to an Alkiian confection recently acquired by his group. He did not appreciate the taste of coffee. (Starship Log: 'Think Tank' [VOY]) SEE FILES 58, 71

### Alliance for Global Unity SEE 'Circle, The'

Cardassians, and Bajorans within the mirror universe. The oppressed Terrans formed a resistance movement that eventually regained control of the mirror Terok Nor from the Alliance in 2372. (Starship Log: 'Shattered Mirror' [DS9]) SEE FILES 18, 41, 70

Delta Quadrant scientist severely injured while attempting to stabilize the Omega Molecule. He was treated by the crew of the *U.S.S. Voyager NCC-74656*, and his innovative experiments were the basis of **Seven of Nine**'s brief attempt to continue his work. (*Starship Log:* 'The Omega Directive' [VOY]) **SEE FILES 5, 71** 

**HIMOK, SUDCOMMODE!** An officer on the **Romulan Warbird T'met**. Almak demanded the surrender of the **U.S.S. Prometheus NX-59650**, unaware that the helm had been retaken from his colleagues by the **EMH** and **EMH Mark II**. (*Starship Log:* 'Message in a Bottle' [VOY]) **SEE FILES 31, 71** 



Alcia, First Prelate
Aldebaran Music Academy
Alenis Grem
algae puffs
Algira sector
algorithm extraction
Alice
Alixia
Alixus
alizine
Alkiian confection
Alliance for Global Unity
Alliance, The
Allos
Almak, Subcommander
Almatha sector
almond pudding
Alpha Red priority mission
alpha-numeric sequencer
Alphas
Alsaurians
Alsia
Alsuran Empire
Altair sandwich
Altrina
Aluura
Alvanian
Alvas
Alvinian melon
Alzen
Amanin of Betazed
Amaro
Amasov, Captain



The apparently elderly First Prelate Alcia was in fact a relatively young member of her race. The Drayans aged in reverse, dying when they reverted to childhood.



The Delta Quadrant scientist Allos was the latest in a long line of researchers who died trying to harness the power of Omega Molecules.

Federation-Cardassian Demilitarized Zone. In 2371, it was patrolled by Gul Toran. A U.S.S. Defiant NX-74205 decoy attacked Outpost 61 in the Almatha sector to confuse Toran and his forces. (Starship Log: 'Defiant' [DS9]) SEE FILES 13, 50, 70

**Relin**, who impressed Chakotay by observing that he normally refuses to eat pudding because it is "slimy." (*Starship Log:* 'Unforgettable' [VOY]) **SEE FILES 58, 71** 

**Alpha Red priority mission** This was the designation for a secret **Cardassian** operation of the utmost importance. **Elim Garak** escorted **Captain Sisko** past Cardassian sentries using Alpha Red priority mission authorization from Central Command. (*Starship Log:* 'Second Skin' [DS9]) **SEE FILE 70** 

algorithm. This computer program analyzes and reorders the letters and numbers in encoded transmissions to reveal the intended message. (Starship Log: 'Deadlock' [VOY]) SEE FILE 71



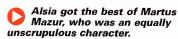
The designation for Jem'Hadar soldiers born and bred in the Alpha Quadrant. The Alphas received internal upgrades, were overly self-confident, and, like Alpha Kudak'Etan, tended to ignore the wisdom of Gamma Quadrant Jem'Hadar. (Starship Log: 'One Little Ship' [DS9]) SEE FILES 16, 70

Captain Sisko was able to exploit the rivalry between the Alpha and Gamma Jem'Hadar soldiers.

by the **Mokra Order**. Alsaurians such as **Ralkana** and **Darod**, who opposed the Mokra Order, formed the **Alsaurian Resistance**Movement. (Starship Log: 'Resistance' [VOY]) SEE FILES 18, 58, 71

This female humanoid scammed an **El-Aurian**. Alsia came to

**Deep Space Nine** in 2370 and, posing as a helpless widow, convinced **Martus Mazur** to invest his casino profits in a bogus astrological mining concession. (Starship Log: 'Rivals' [DS9]) **SEE FILE 70** 



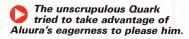


Annorax's *Temporal Weapon Ship* in 2374. Annorax served an Alsuran Empire dish to *Tom Paris*, saying it was all that existed of that culture. (*Starship Log:* 'Year of Hell' Part II [VOY]) *SEE FILES 40, 71* 

O'Brien prematurely ordered at Quark's bar to alleviate their hunger following Worf's Kal'Hyah. They preferred the dish served double, with no mustard. Unfortunately, they did not get the chance to eat it. (Starship Log: 'You Are Cordially Invited ...' [DS9]) SEE FILE 70

A female acquaintance of **Jake Sisko**. According to **Jake**'s story, upon realizing the **Klingon** food she was eating was actually worms, Altrina vomited. (*Starship Log:* 'Second Sight' [DS9]) **SEE FILES 44, 70** 

Quark's bar. The Ferengi barkeep told Aluura that she was the nicest employee he had ever had, but that she needed to read up on 'Oo-mox for Fun and Profit.' (Starship Log: 'Profit and Lace' [DS9]) SEE FILE 70



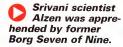


A planet or region that appears to accommodate a wide range of unruly, and colloquialism-inspiring, life forms, including Alvanian bees, Alvanian spine mites, and the infamous Alvanian cave sloth. (Starship Log: 'Facets' [DS9]) SEE FILE 70

The Bareil Antos of the mirror universe relished Alvas, even though they did not exist on his Bajor. (Starship Log: 'Resurrection' [DS9]) SEE FILE 70

Alvinian melon Large, sweet, vine-ripened fruit, usually green. Seeing swirling spots the size of Alvinian melons was a sign that a vaccination against diseases found on Korma was working. (Starship Log: 'Return to Grace' [DS9]) SEE FILE 70

Pizen One of the Srivani scientists who surreptitiously invaded U.S.S. Voyager NCC-74656 in order to conduct medical experiments on its unsuspecting crew. (Starship Log: 'Scientific Method' [VOY]) SEE FILES 18, 40, 71





Amanin of Belazed A psychiatric practitioner whose method of reconstructing patients' unconscious memories using focused breathing and sensory isolation was one of several techniques employed by the U.S.S. Voyager NCC-74656's EMH in 2374. (Starship Log: 'Retrospect' [VOY]) SEE FILES 56, 71

A security officer on station *Deep Space Nine*. Amaro was sent to *Empok Nor* as part of a salvage detail in 2373, but was killed by the phsychotropically-influenced *Elim Garak*. (*Starship Log:* 'Empok Nor' [DS9]) *SEE FILES 27, 70* 

The commanding officer of the **Starfleet** vessel **U.S.S. Endeavor NCC-71805**. Amasov's ship was the only **Federation** vessel to survive the **Borg** assault at **Wolf 359**. (*Starship Log*: 'Scorpion', Part I [VOY]) **SEE FILES 19, 7** 



THE OFFICIAL

# TARTREK FACT FILES 195



The EMH's Away Missions Holographic Doctor in the field

> Theta 116 aliens Bringing pulp fiction to life



Alpha and Gamma Jem'Hadar The Dominion's engineered warriors

> The Vulcan Index Logic before emotion

EBPE-49E1 NZZI



U.S.S. ENTERPRISE NCC-1701-B The Starship's Deflector Control Room





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DREADNOUGHT Missile: Interior

### Personnel Files

The EMH: Away Missions Part 2 JOHN DOE

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### A-Z Access Point Update I

New Alphabetical Entries and Updates

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#### Published by GE FABBRI Ltd.

Elme House 133 Long Acre London WC2E 9AW

Produced by Aerospace Publishing Ltd.

179 Dalling Road London W6 0ES

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THE RIKER MANEUVER

#### NON-FEDERATION STARSHIPS

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#### Personnel Files

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#### EOUIPMENT & TECHNOLOGY

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# The Guide to the STAR TREK Galaxy

FILE 1 CARD 25

# THE JAMES T. KIRK INDEX

James 1. Kirk is one of the most renowned officers in Starfleet's history, and has commanded some of its most famous vessels. He is a legend in his own lifetime, respected by his enemies as well as by his many friends, colleagues, and lovers.



Many officers who learn their trade under Kirk go on to earn their own commands.

Kirk in Command

CARD 3G

CARD 3A

CARD 3I





career, Kirk commits 17 temporal violations. Starfleet's Department of Temporal Investigations considers him "a menace.

CARD 3H

U.S.S. ENTERPRISE NCC-1701

U.S.S. ENTERPRISE NCC-1701 REFIT

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STAR TREK: GENERATIONS

FILE 43 CARD 3



**Battle Tactics** 



Kirk to the Rescue



**Ensign to Admiral** 



FILE 43

CARD 3 APPENDIX



Kirk has a reputation for being a lady's man.

CARD 3C

Kirk's Doubles Kirk and Romance

Kirk marries Miramanee in 2268, but is widowed soon after.





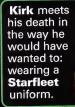








CARDS 3K, L, & M



We have a good ship. We know Captain Kirk





David, Kirk's son by Carol Marcus, is murdered by the Klingons.

## THE JAMES T. KIRK INDEX





## The Guide to the STAR TREK Galaxy

FILE 16 CARD 4D

# ALPHA & GAMMA **OUADRANT JEM'HADAR**



Jem'Hadar soldiers are notorious for their fearsome skill, their crack warship crews, and their ongoing effort to subjugate all life in the Alpha Quadrant. A special strain of Jem'Hadar, bred specifically for fighting in the Alpha Quadrant, presents an even more dangerous threat to the United Federation of Planets and its allies.

ollowing the disappearance of the **Dominion** fleet in the Bajoran wormhole in 2374, a new type of Jem'Hadar appears in the Alpha Quadrant. The Jem'Hadar of the Gamma Quadrant are disposable soldiers whose lives are of little value or interest to the Founders, but Alpha Quadrant Jem'Hadar are considerably more valuable and cunning. They are bred to be leaders, and to make quick decisions in the heat of battle. Securing the Alpha Quadrant for the Dominion requires decisive thinking, an ability that most Gamma Quadrant Jem'Hadar lack. The Founders consider both types of Jem'Hadar to be weapons, but the most recent variation is a far more powerful tool for military operations in the

#### Similarity of appearance

The physical appearance of both types of Jem'Hadar is similar. Both are humanoid with heavily rim of their jawbone, and across their skulls. Alpha Quadrant Jem'Hadar are somewhat more animated in their speech and physical gestures, however, which

imposing. They refer to Gamma Quadrant Jem'Hadar as the "old guard," and show disdain in the presence of Gammas, while relishing their own accomplishments. During a mission against the Federation ship U.S.S. Defiant NX-74205, an Alpha Quadrant Jem'Hadar, First Kudak'Etan, says sarcastically to Gamma Quadrant Second Ixtana'Rax, "It must be gratifying for an elder to end his career with a victory. I

feel privileged to be here with you at such a moment.

#### Superiority complex

Alpha Jem'Hadar take pride in small victories, such as boarding the Defiant, because they see these actions as evidence of their enhanced leadership abilities. Tensions run high between Alpha and Gamma Jem'Hadar; a Gamma such his composure in the presence of an Alpha such



🔰 Conflict Alpha Jem'Hadar First Kudak'Etan is angered by the advice dispensed by the more experienced Gamma Jem'Hadar Ixtana'Rax.

Vorta 🌓 Gelnon oversees

the mission to capture the U.S.S. DEFIANT NX-74205. He remains on a JEM'HADAR ATTACK SHIP throughout the operation.

as Kudak'Etan. In the case of Ixtana'Rax, he is a former first who has recently been replaced by Kudak'Etan because the Founders believe that Alphas make

better leaders, due to being specifically designed for combat in the quadrant.

Ixtana'Rax remains dubious about Kudak'Etan and his arrogant boasts

#### SECOND IXTANA'RAX

### Gamma's voice of authority

The mission to capture the U.S.S. Defiant NX-74205 is the first time that the Jem'Hadar bred in the Alpha Quadrant have taken part in the ongoing war effort. For First Kudak'Etan, an Alpha-bred warrior, it is an initially auspicious debut, but for Second Ixtana'Rax it is a time of conflict within the Jem'Hadar ranks. Ixtana′Rax had been a Jem′Hadar first until two days

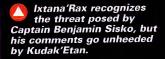


before the mission, when he was replaced by Kudak'Etan. The Alpha shows little interest in the more experienced warrior's recommendations, however, and the two frequently find themselves in a vehement war of words, which contributes to their downfall.



Ixtana'Rax remains loyal to the Founders despite his demotion to make way for Kudak/Etan.

Ixtana'Rax dies after he is shot by Major Kira Nerys in the engineering room of the U.S.S. DEFIANT NX-74205.



### GALAXY FACTS

- After capturing the U.S.S. Defiant NX-74205, Kudak'Etan orders that all of the chairs on the bridge of the Starfleet vessel be removed, forcing all personnel to stand as they operate the ship.
- Kudak'Etan
  compliments the
  initiative of an
  Alpha Jem'Hadar
  named
  Lamat'Ukan, and
  hints that when
  their mission is
  complete he will
  require a new
  second to replace
  lxtana'Rax.

about the enhanced abilities of Alphas, however. As he tells Kudak'Etan aboard the Defiant, "I serve the Founders. If it is their will to create a new race, that is the order of things ... But the Jem'Hadar bred here in the Alpha Quadrant have not proven themselves superior to those from the Gamma Quadrant. At least, not yet." Ixtana'Rax cautions his first that it is too soon to declare victory over the Defiant's crew. Kudak'Etan nevertheless has the troop's Third, Lamat'Ukan, call Gelnon, the Vorta on their attack ship, and tell him that the Defiant is theirs. Vorta such as Gelnon are also initially skeptical about the abilities of Alphas, but Kudak'Etan's impressive raid on the





Second

Ixtana'Rax is an
experienced Gamma
Quadrant Jem'Hadar.



#### 🔼 Doomed fighting force

The Alpha Quadrant Jem'Hadar are created to take part in the Dominion's war effort after a fleet of their ships is lost in the Bajoran wormhole in 2374.

Defiant seems to satisfy his concerns.

#### Ensured loyalty

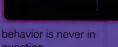
Both types of Jem'Hadar are dependent on ketracel white supplied by the Vorta. The use of the 'white' ensures that the Founders have a means of controlling their prized soldiers. Gamma Quadrant Jem'Hadar are fanatically loyal to the Founders, and will commit suicide if they fail to protect their 'Gods. Under the orders enforced by the Vorta, Gammas must pledge their loyalty to the Founders each time the latest supply of white is fed

Alpha Quadrant Jem'Hadar dispense with the ritual of pledging loyalty

#### Plotting

Captain Sisko is enlisted to repair the U.S.S. DEFIANT NX-74205, against Ixtana Rax's

while receiving the drug, however, because there is no need for the pledge; genetic breeding has eliminated the few flaws that make the Gammas vulnerable. Gammas occasionally rebel and are drawn into hand-to-hand fights with those whom the Dominion is allied to, such as the Cardassians. Alphas' responses are more sophisticated, and they are less likely to make the mistakes to which their Gamma counterparts are



The strong sense of initiative and ambition that the Alpha Quadrant Jem'Hadar demonstrate makes them fearsome, but also blind to their own vulnerabilities. During the siege aboard the Defiant, Ixtana'Rax brings Captain Benjamin Sisko to the bridge, where Kudak'Etan informs him that he must repair the ship's damaged warp drive. Ixtana'Rax argues strongly against this idea, fearing that it will give Sisko an opportunity to retake his ship. From his experience fighting against the Federation, Ixtana'Rax suspects that Sisko is already working on a plan. Kudak'Etan is in charge, however, and does not like his authority questioned in front of a prisoner. As he tells Ixtana'Rax, "You are the second. I am the first. Do not presume to tell me

This strategic flaw in Kudak' Etan's thinking is ultimately responsible for his and Ixtana' Rax's deaths and the defeat of the Jem' Hadar aboard the Defiant. Captain Sisko also

succeeds in cultivating Ixtana'Rax's resentment against his Alpha first. At one point, Sisko complains to Kudak'Etan that Ixtana'Rax is impeding his work on repairing the warp drive by arbitrarily countermanding his orders and reassigning his crew. Ixtana'Rax sees the trap that Sisko is setting, but cannot convince his first of its importance. "You were told to watch them, not interfere with them," an impatient Kudak'Etan tells Ixtana'Rax, who replies, 'You're playing right into his hands. Don't you see that?"

The mission to capture the U.S.S. DEFIANT NX-74205 is Kudak'Etan's first mission and is hailed as a success for the Alpha Quadrant Jem'Hadar – until they are overpowered by the Starfleet crew.

💟 First



#### KETRACEL WHITE RITUALS

## Loyalty to the Founders

All Jem'Hadar warriors thus far encountered by the Federation have maintained their pledge to the Founders when they receive their supply of ketracel white. The Jem'Hadar of the Alpha Quadrant break with this tradition, however. Following the successful capture of the U.S.S. Defiant NX-74205, the Jem'Hadar gather on the bridge of the Starfleet vessel to receive their supply of the life-saving drug. As the vials are removed from their protective case, the Gamma Ixtana'Rax begins to recite the familiar pledge. He is cut short by First Kudak'Etan, however, who adds "we are all Alphas here. Our loyalties are demonstrated by our actions."



The Alpha Jem'Hadar do not state their loyalty to the Founders, and distribute the ketracel white themselves.



#### 🔼 Handed out

Gamma Jem'Hadar respectfully recite their pledge before their Vorta hands out the white.



#### Vulnerable

In the end, Alpha
Quadrant Jem'Hadar are
shown to be no better than
their Gamma Quadrant
counterparts when it comes
to waging war against
Starfleet personnel.
Despite the Founders'
beliefs in the abilities of
Alphas, their lack of
experience under battle
conditions and their inability
to work with the other type
of Jem'Hadar soldiers make
them as vulnerable to
defeat as their Gamma
Quadrant cousins.



OTHER GROUPS

AND RACES

## The Guide to the STAR TREK Galaxy

FILE 18 CARD 131

# THETA 116



OTHER GROUPS AND RACES

Benign aliens are horrified when one of their race inadvertently causes an Earth ship to crashland on the eighth planet of the Theta 116 system. Unfortunately, their efforts to make amends are slightly off the mark.

he eighth planet of the Alpha Quadrant Theta 116 system is one of the most bizarre worlds ever discovered by the Federation. By human standards, it is an incredibly harsh environment: winds move across its surface at up to 312 meters per second, and temperatures reach minus 291 degrees celsius. The atmosphere is a mix of nitrogen and methane with significant amounts of liquid neon. The planet has no natural inhabitants, but a strange simulacrum of life takes place in a specially constructed habitat on its hostile surface.

In 2037, an alien life form from a basically benign race somehow encountered the

Charybdis, an Earth ship that had set off on humanity's third manned mission beyond its own solar system. How the primitive craft traveled so far from home without warp drive is uncertain, and it is theorized that it may have been transported to the Theta 116 system by the alien. Contact with the life form infected and killed the entire crew of the Charybdis except for **Colonel Stephen Richey** 

#### **Good intentions**

In an apparent attempt to make amends, the alien and others of its kind transported Richey from the Charybdis, which has since deteriorated in orbit around the planet, to a specifically created living environment

on the otherwise uninhabitable surface.

Unfortunately for Richey, he awoke from the trauma of seeing his colleagues die to discover that the aliens had based their entire concept of human lifestyle and social habits on 'Hotel Royale', a poorly written early 21st-century novel found aboard the Charybdis The book was written by Todd Matthews, whose other works, if any, are not generally known by the 24th century, and it details events occurring in a seedy 20th-century Las Vegas casino hotel. The aliens recreated the hotel exactly as described in the book, including weighted dice to improve the odds in favor of the house.

The aliens populated the

The eighth planet of the Theta 116 system is populated by characters who appear human but register as neither man, machine, nor illusion on tricorders.



interiors of a mysterious habitat sphere recreate a 20th- century Las Vegas casino, as described in the pulp novel 'Hotel Royale.'

hotel with characters from the book presumably to provide Richey with companions. The exact nature of these characters is unclear; the 'humans' populating the Royale scenario do not register on tricorder systems as man or machine, but

#### OTHER CARDS IN THIS FILE...

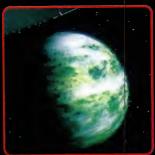
- 18 SIGMA IOTIA II
- **50 SPECIES 8472**
- **80 THE KOINONIANS**

SEE OTHER FILES...

STAR TREK: THE **NEXT GENERATION** ......File 69

#### FALSE LIFE

From orbit, the eighth planet of the Theta 116 system is a mass of icy green clouds, and is unlikely ever to have warranted further investigation had a passing Klingon Cruiser not detected pieces of a strange vessel floating in its upper atmosphere. Sensor scans of the surface by the *U.S.S. Enterprise NCC-1701-D* reveal a building, surrounded by breathable air, located on a plane of frozen methane in the middle of a tremendous storm belt. An Enterprise away team beam into the breathable area, only to find themselves in a silent black void; the ammonia storms are only meters away and yet they do not seem to be able to penetrate the void. A revolving door that appears to hang in space provides the entrance and exit to the 'Hotel Royale' scenario.



From space, Theta 116 appears to be an unremarkable, lifeless world.



A revolving door leads to and from a bizarre environment populated by gangsters and gamblers.



STAR TREK: THE NEXT GENERATION 'The

Royale

### GALAXY FACTS

- A passing Klingon Cruiser detects the remains of the Charybdis in the planet's upper atmosphere. The U.S.S. Enterprise NCC-1701-D investigates.
- **Surface conditions** include ammonia tornadoes and orange lightning bolts.

neither are they simple illusions. Much like holodeck characters, they can interact with newcomers into their environment, and yet their actions are limited by the tight parameters of the scenario. They do not appear to be aware of their true nature, yet neither are they following prescribed actions. They greet newcomers to the scenario as "foreign businessmen."

Most prominent among them are a garrulous gambler named Texas; the female object of his affections; a gangster called Mickey D; the hotel bell boy and his love Rita (who also happens to be Mickey D's girlfriend); and an acerbic receptionist.

Richey understood and appreciated that the aliens were well-intentioned. He assumed that they created the hotel for him out of a sense of guilt, but far from seeing the Royale as an ideal living environment, he



**RND RACES** 

## The Guide to the STAR TREK Galaxy

FILE 18 CARD 131

## THETA 116



Worf and his Starfleet colleagues are welcomed as "foreign businessmen." They are encouraged to enjoy the hotel's casino facilities.

considered it a living hell for the 38 years he resided there, and welcomed death when it came. He described the characters he had to live with as "shallow," and the hotel itself as full of 'endless clichés.'

#### Death is not the end

The aliens' structure was built to withstand the hostile elements of the surrounding planet, and is still standing almost three centuries after Richey's death. The staff, guests, and gamblers are still acting out scenarios from the novel when the planet is visited by the crew of the U.S.S. Enterprise NCC-1701-D in the 24th century. Despite technological advancement over the centuries, the aliens' capabilities remain astounding; the hotel is revealed to have been constructed on a field of frozen methane, within an atmospheric shield capable of withstanding the widespread ammonia storms that ravage the planet's surface.

Within the shield, there is an atmosphere specifically tailored to the human respiratory system, but although the prevailing

Characters who exist within the scenario act out exactly disagreements that are outlined in the plot of the early 21st century 'Hotel Royale' novel.

The Hotel Royale contains rows of one-armed bandits, played continuously by a large number of elderly women hoping to make a fortune with the pull of a handle.

turbulence can be viewed at close hand above the shield, inside all is dark, calm, and silent. A further puzzling aspect of the shield is that the structure it encloses, visible to sensors from space on the orbiting Enterprise, cannot be seen from immediately outside the hotel. Here, the only element of the Royale that meets the eye is an oldfashioned revolving door. Another aspect of the shield around the hotel is its propensity for scattering communication signals, although transporter





beams can penetrate it.

Once inside the aliens' hotel edifice, it is extremely difficult to depart. Even with the benefits of 24th-century technology, all tracking signals cease to operate inside, and maintaining standard communication with an orbiting vessel is a complex task. The revolving door that offered simple access to the scenario merely returns anyone attempting to leave to the interior. The only exceptions to this are characters taken from the book, who appear to enter and exit through



the door, although it is unknown if they exist in any form until they appear to reenter. The only way in which intruders into the tightly constructed scenario can depart is by following the plotlines of the 'Hotel Royale' novel, a copy of which remains in one of the hotel's rooms beside Colonel Richey's longdesiccated corpse.

#### Escape at last

The process of masquerading as the foreign businessmen who buy the hotel at the novel's conclusion, and winning enough in the casino to duplicate the scenario, affords the only safe exit Once the hotel has been purchased, the revolving door finally deposits the new 'owners' back into the atmospheric shield. It is theorized that an alternative method of escaping would involve the use of phasers to slice through the outer atmospheric shield.

It is presumed the aliens who created this bizarre environment have long since departed the vicinity of Theta 116's eighth planet, as there is no overt interference with the scenario when it is intruded upon by the Enterprise away team.

#### A ROYALE WITH CHEESE

### Gangster potboiler

The novel 'Hotel Royale,' written by Todd Matthews, is a characterbased gangster potboiler, with wooden dialogue that never transcends its clichéd reactions and overwrought denunciations. The central plot conflict concerns the hotel's young bellhop falling for Rita, the girlfriend of resident gangster Mickey D. The youth once looked up to Mickey D, admiring his glamorous style, but his relationship with Rita opens his eyes to Mickey's abusive nature. The bellhop acquires a gun, and, despite being warned by his supervisor at the reception desk, intends to use it if he has to in order to prize Rita from Mickey D's clutches. When Mickey D does arrive at the hotel,



**Colonel Richey welcomed** death after 38 years of living hell on Theta 116.

the bellhop is easily provoked into conflict, rising to Mickey's challenge that they settle matters outside the hotel. As the bellhop reaches the hotel's revolving exit, he is shot in the back by the gangster. Gloating over the corpse, Mickey then delivers this epitaph – "You should have listened to me kid. No woman's worth dying for. Killing for... but not dying for." The novel concludes with mysterious foreign business investors purchasing the hotel for a fee of \$12500000.



The copy of the novel that the aliens found on the CHARYBDIS is still in the hotel.



Data reads the novel, a copy of which is also contained in the ENTERPRISE's databanks.

FILE 19 A Guide to FEDERATION STARFLEET

#### **ROLES WITHIN STARFLEET**

## **ENGINEERS**

#### DUTIES AND ROLE

Engineers are the backbone of **Starfleet**. They perform the nuts-and-bolts duties that keep **Federation** starships running smoothly, and word of their proficiency has spread far and wide across the Galaxy.

ngineers fill one of the most vital roles in a **- Starfleet** crew. The smooth running of any starship or starbase depends on their dedicated efforts, and they are often required to innovate and push the boundaries to effect prompt solutions in crisis situations. Engineers can enter the service via two routes: some complete the prestigious four-year course at Starfleet Academy, becoming officers at the conclusion, while many cadets only realize their aptitude for engineering and mechanics during their studies, and structure their courses accordingly.

#### Non-commissioned officers

The other option is to circumvent the academy and join Starfleet directly, becoming non-commissioned officers (NCOs). This course of action suits many of the practical, hands-on types who aim to become engineers. It removes the prospect of climbing through the ranks aboard a starship, allowing the budding engineer to move straight into the field and get on with what he does best. This does not preclude non-commissioned officers from achieving positions of significant responsibility, however. Miles O'Brien progresses from transporter chief aboard the U.S.S. Enterprise NCC-1701-D to chief of operations on the space station *Deep Space Nine*, purely on his merits. O'Brien is faced with learning his way around completely unfamiliar technology on the former Cardassian station, but tackles this difficult task

There are various disciplines in which an engineer may specialize, including the systems used in transporters and holodecks. Most, however, work in a field related to warp and impulse engines and their associated systems.

Main Engineering is the hub of any starship, and a number of personnel are always on duty at the various stations around this section. The engineers generally form a series of teams under the command of the chief engineer or chief of operations, and are routinely dispatched to run diagnostics, investigate faults, and repair damaged systems. Away teams are often assembled as well, to tackle problems on planets or stations visited by their starship. The chief engineer often accompanies other senior officers on away missions of a technical or scientific nature, on which their talents may be

Being an engineer is sometimes a thankless job. They can be called upon to work around the clock in emergencies, repairing damage or preparing new systems. They must also keep up a regular program of study in addition to onthe-job training to keep abreast of the newest developments in technology, such as the bioneural gel packs introduced aboard Federation vessels in the early 2370's.

Many NCOs do not understand or respond well to the disciplinary methods of their superior officers. They work best when given a problem to solve and are left to their own devices to figure it out. The best chief engineers or heads of department understand this, and give their staff defined tasks and enough encouragement to reach a satisfactory end result. Some engineers work their way up to these higher positions, gaining practical knowledge as they go, while others move across divisions from command operations such as conn and tactical.

The primary concern of a chief engineer or chief of operations is maintaining a starship's engines and systems, such as power and environmental control, at optimum efficiency.



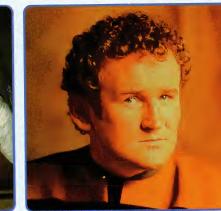
Starfleet engineers hold Montgomery Scott's legendary engineering expertise and improvisational skills in high regard.

They gain a thorough working knowledge of all the ship's systems, and know exactly how far the engines can be pushed beyond shipyard tolerances. They also oversee any modifications to the engines. The chief engineer reports directly to the captain and the first officer, the latter of whom coordinates each department. They are usually included in high-level briefings and conferences, and in certain rare circumstances they can be called upon to take command. As one of the most senior officers aboard a starship, they have their own set of command codes. Some even go on to become captains themselves.

#### Departmental coordination

The engineering department liaises with the bridge on most matters, notably delicate operations such as the saucer separation sequence aboard a *Galaxy*-class vessel. The most disastrous situation with which the chief engineer can be faced is a warp core breach, a process capable of destroying a starship. This can sometimes be prevented by the engineering staff's quick actions in shutting down or dumping the core.

Starfleet engineers are great innovators. A large component of their job is improvization and development - adapting technology to



The non-commissioned Miles O'Brien becomes a Professor of Engineering at Starfleet Academy on Earth in 2375.



Former Maquis rebel B'Elanna Torres is chosen to be the chief engineer of the U.S.S. VOYAGER NCC-74656 in 2371.

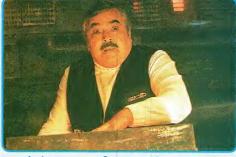


Two generations of Starfleet engineers meet face-to-face aboard the U.S.S. ENTERPRISE NCC-1701-D in 2369.

#### A Guide to FEDERATION STARFLEET



Engineers aboard Starfleet vessels such as the U.S.S. ENTERPRISE NCC-1701-E work together as part of a close-knit team.



In later years, Scotty authors a number of technical manuals that remain relevant in the 24th century.



An engineering team from the U.S.S. ENTERPRISE NCC-1701-E repairs the PHOENIX in time for its historic first flight.

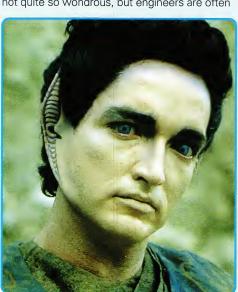


The engineering team on DEEP SPACE NINE works in shifts in order to ensure that the antiquated station runs smoothly.

meet unanticipated requirements, providing solutions to crises, or making shortcuts in repairs. This has led many to pioneer new technologies and procedures; in some cases, the engineers even outperform shipyard research and development teams in the field of engine improvements, such as the reorientation of dilithium crystals.

#### Expertise against the odds

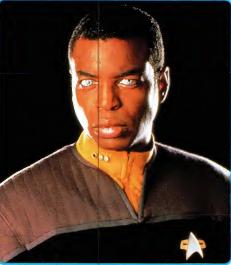
The resourcefulness demonstrated by Starfleet's army of engineers is renowned throughout the Galaxy. Other races openly admire them, even going so far as to claim they can "turn rocks into replicators." The reality is not quite so wondrous, but engineers are often



The Vorta Keevan makes clear that he knows all about "those famed Starfleet engineers" when he encounters Captain Benjamin Sisko in 2374.

able to fix sophisticated systems in the field with only basic tools. On occasion, these skills have sometimes made them targets for less advanced races, such as the Pakleds.

This fame is fed, according to some sources, by a tendency for some engineers to overestimate the time required to complete a task, thereby gaining a reputation as miracle workers. Senior engineers have nevertheless been responsible for some amazing innovations, such as the tachyon detection grid employed in the late 2360's to detect cloaked enemy vessels. Starfleet's finest have faced problems as diverse as a shipful of tribbles, moons falling out of orbit, energy-draining aceton



Geordi La Forge has served as the chief engineer of both the U.S.S. ENTERPRISE NCC-1701-D and NCC-1701-E.

assimilators, and a massive spaceborne Planet Killer. Certain legendary engineers have even played a part in historical events. In 2286, Montgomery Scott travels back in time aboard a Klingon Bird-of-Prey to retrieve two humpback whales. He constructs the plexiglass tank to accommodate them on their journey back to the 23rd century, thereby saving Earth.

Similarly, Geordi La Forge of the U.S.S. Enterprise NCC-1701-E accompanies pioneer Zefram Cochrane on his legendary first warp voyage in 2063, while Miles O'Brien is instrumental in deploying the self-replicating minefield that protects the Alpha Quadrant from invasion for three precious months at the start of 2374. B'Elanna Torres, chief engineer of the *U.S.S. Voyager NCC-74656*, oversees the first controlled quantum slipstream flight undertaken by a Starfleet vessel. Trail blazing such as this is par for the course for the dedicated Starfleet engineer.

#### DR. LEAH BRAHMS

The skills of engineers employed within the Federation are of paramount importance to the crews who pilot starships into deep space. As such, those who show particular ingenuity are rewarded with greater career opportunities, and the chance to pioneer new technologies and engineering methods. One such engineer is Dr. Leah Brahms, who, as a member of Starfleet's Theoretical Propulsion Group in 2358, makes an immense contribution to the warp drive systems employed on the Galaxy-class starship. At the time, Brahms is a junior member of the team; within 11 years, however, her skills have allowed her to rise through the ranks, and attain the position of senior design engineer of the group. Brahms boards the *U.S.S. Enterprise* NCC-1701-D in 2367, and is quick to criticize the modifications that have been installed on the ship by Chief Engineer Geordi La Forge - proof that engineers often come into conflict.



Dr. Leah Brahms is a graduate of the respected Daystrom Institute of Technology. She has earned a reputation as an extremely talented engineer.

#### U.S.S. ENTERPRISE NCC-1701-E

NAME:

### U.S.S. ENTERPRISE NCC-1701-B

**DEFLECTOR RELAY CONTROL ROOM** 

LOCATION:

DECK 15

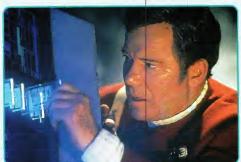
## The deflector relay control room plays an important role in saving the **U.S.S.** Enterprise NCC-1701-B from the Nexus energy ribbon.

The U.S.S. Enterprise NCC-1701-B is launched in 2293, under the command of Captain John Harriman. The inaugural flight of this Excelsior-class ship is designed to be little more than a publicity event; many of the ship's systems are incomplete on launch, and the vessel is without an operational tractor beam, medical crew, or photon torpedoes During its maiden journey, however, a distress call is intercepted from two El-Aurian transport ships en route to Earth, caught within the destructive Nexus energy ribbon.

#### Unprepared for a rescue

Captain Harriman is at first reluctant to enter the massive gravimetric distortion produced by the ribbon, but the destruction of one El-Aurian vessel, with the loss of 265 lives, leaves him little option. Entering the energy field allows him to beam to safety 47 out of 150 passengers from the S.S. Lakul before its hull collapses.

During the rescue attempt, the Starfleet ship becomes trapped inside the temporal flux, and the only chance of disrupting the powerful gravimetric field is to carry out an antimatter



Captain Kirk realigns the deflector dish by manually swapping a number of components within an access panel.



The deflector relay control room is exposed to space after an energy tendril rips into the ENTERPRISE's hull.



In 2293, the U.S.S. ENTERPRISE NCC-1701-B is caught in the Nexus while attempting to rescue two El-Aurian refugee ships from the mysterious energy ribbon.

discharge directly ahead of the ship. Photon torpedoes are not available, so the discharge has to be simulated through a **resonance burst** generated from the main deflector dish. This requires the manual realignment of the deflector control systems within the deflector relay control room located on Deck 15, Section 21 Alpha, a potentially dangerous task for which Captain Harriman immediately volunteers. The retired Captain James T. Kirk decides to carry out the work, however, and makes his way via the turbolift network to the forward port side of the bow, where the deflector relay control room is situated.

#### Dangerous Journey

The deflector relay control room is located at the end of a long corridor on Deck 15. It is entered via a set of sliding double doors which open out to a series of metal gantries descending several meters to the deck below. Under normal operating conditions, the area is stable and easy to access, but during a red alert, gases are vented from a number of manifolds spread throughout much of the area. A set of metal ladders descend to a protruding mesh gantry some three meters below the entrance level; a narrower set of hand rails runs down a support column at right angles to this primary ladder. The entire area requires extreme caution on entering, as the drop from any of the gantries or ladders at this height is potentially fatal.

On reaching the smaller protruding platform, a sectional hatchway in the center of the gantry is removed in order to gain access to the control units located directly below. The hatchway is large enough to allow personnel to descend through, and leads to a further gantry facing a small gold-colored metallic hatchway with a black touch-sensitive control panel to the righthand side. Activation of the panel causes the door to quickly slide open from right to left, revealing the forward face of a rectangular blue unit with the words 'Deflector Sys' clearly marked within a white border at the top. The entire unit ejects from its protective housing and then moves upward to occupy the hatchway previously opened by the operative, allowing full access to its upper control surface.



The ENTERPRISE is rocked by the Nexus as Captain Kirk enters the deflector relay control room, causing him to lose his footing on the ladder rungs.

Once the deflector system unit has been exposed and positioned, the operative uses the secondary ladder system to climb above the overhead gantry and swing themselves onto the grille. Moving past the upper section of the deflector system unit, the operative activates a larger hatchway directly above the housing for the control system, which gives access to a series of horizontally and vertically aligned computer chips. Situated in the center is a green touch-sensitive control, and a number of manual calibrations can be carried out from this station.

Captain Kirk's attempt to generate a resonance burst requires a series of changes to the deflector control system at this station. When Kirk's modifications are complete, an interfacing unit is removed from the top of the exposed upper section of the deflector system control box and connected to a port adjacent to the exposed computer chips. This allows the resonance burst to be produced and the vessel saved, although an energy tendril smashes into the bow of the vessel and causes an enormous hull breach over Decks 13, 14, and 15, across sections 20 through 28. The rear bulkhead of the deflector relay control room is destroyed, and while emergency forcefields immediately activate to preserve the structural integrity of the vessel, Captain Kirk is presumed lost. It is not until 78 years later that it is discovered that he has survived within the nexus.

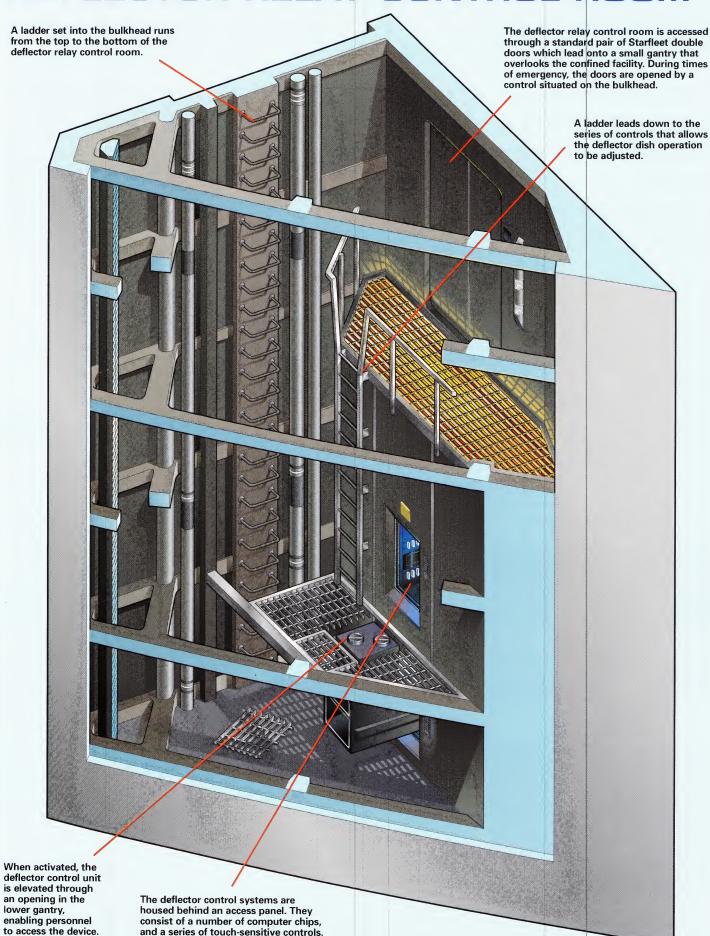




FILE 23 U.S.S. ENTERPRISE NCC-1701-8

and a series of touch-sensitive controls.

### DEFLECTOR RELAY CONTROL ROOM



# - The EMH: Away Missions Part 2

The Emergency Medical Hologram aboard the U.S.S. Voyager NCC-74656 has gone where no **EMH** has gone before — off his starship. He has been indispensable on numerous away missions, reflecting his unique status and remarkable flexibility.

ince acquiring his mobile emitter in 2373, the *U.S.S*. Voyager NCC-**74656**'s **EMH** has developed a real appreciation of the great outdoors, and has proved to be a vital addition to many away missions. The EMH is assigned to away teams primarily when medical or scientific issues are involved; for example, in 2374, he transports to the laboratory of the arms trader Kovin, to carry out forensic tests to support Seven of Nine's mistaken claim that she was violated.

In 2375, Captain Kathryn Janeway assigns the EMH a perilous mission to rescue Seven of Nine from her Borg captors; en route, he has to make adjustments to his matrix to deal with the Delta Flyer's turbulent passage through a transwarp conduit. He proves his worth by isolating Seven's interplexing beacon frequency, and suggesting changes to the Flyer's communications array that briefly allow the team to

communicate with her.

The Doctor joins another rescue mission, under the command of Ensign Harry Kim, later the same year. The source of a distress signal is revealed to be a sentient missile, and the EMH is able to speak to the device in its native duotonic algorithms. His confidence that having him on the team will compensate for Kim's lack of experience proves misplaced, however, when the warhead's artificial intelligence takes control of his program.

#### Keen photographer

A few weeks later, the **Doctor** is dispatched, along with Seven, Ensign Tom Paris, and Lt. B'Elanna Torres, to view a spontaneous protonebula. His role is to study the effect of this new form of radiation on the crew. His enthusiasm stretches to taking along a holoimager for capturing the moment, and the device swiftly becomes an essential part of his away team baggage. Unfortunately, this mission

## CONTINUING MISSIONS

The Doctor's away missions include a trip to Hovin's laboratory.

**VEAR: 2375** 

**DESTRIBITION:** The Doctor plays an important part in several missions, and discovers the joys of holoimaging. He often gets other officers to take holoimages of missions on which he is not included.

to be beamed out, and the

nanoprobes from Seven

leads to the creation of a

29th-century Borg drone.

panicked by the prospect of

losing his emitter, revealing

become to his freedom. He

is clearly relieved when he

status allows him to enter

The Doctor's holographic

mobile emitter with

The Doctor is quite

how attached he has

eventually gets it back.

fusion of parts of the EMH's

The mobile emitter that the U.S.S. VOYAGER NCC-74656's EMH wears on his sleeve allows him to function off the starship. As he is a hologram, the Doctor can often be sent into environments that would be too hazardous for his organic

environments that are inhospitable to human life. One of his first missions is to Aracus Prime, where he conducts metallurgical scans in the magnesium vapor atmosphere; he has to adjust his emitter to

compensate for the planet's gravimetric radiation. The hologram finds it exhilarating to leave his footsteps in the dust of this

'enchanting' planet of crystal glaciers; he dubs the experience one small step



★ Offering advice The Doctor is keen to help in any way he can, but not all of his decisions are sound

#### 🜟 Confined

The Doctor panics when he thinks he may have lost his mobile emitter, which has become incorporated into an advanced form of Borg



#### Irradiated

The Doctor is not harmed by levels of thermionic radiation that would prove lethal to his human crewmates.

#### DIFFERENT



**Forensics** The EMH and Tuvok look for evidence in Kovin's laboratory.

President The EMH is the ideal





## The EMH: Away Missions Part 2



★ Trapped The EMH is with Tuvok and Paris when the group becomes trapped by a gravity sinkhole.



Candid Self-portraits The Doctor likes to take holo-images of himself set against the backdrops of planets he visits.

subroutines to coerce him into operating on Seven of Nine, but they are both rescued by Voyager before the procedure can be performed. The Doctor finds and deactivates his amoral double.

#### Into the holodeck

In 2375, the Doctor is asked to take on the role of the President of Earth in the 'Adventures of Captain Proton' holoprogram for an 'away mission' that actually takes place within Voyager's holodeck. He plays the role to the hilt and successfully negotiates a ceasefire with photonic energy beings whose realm is being attacked by the evil Dr. Chaotica He assists Captain Proton (played by Tom Paris) and proves a dab hand at firing the 'destructo beam.'

The EMH often finds himself paired up with Paris on away missions. They visit the planets Lav'oti V and Pala Mar together, and in mid-2375, a shuttle carrying them and Lt. Commander Tuvok crashes on a planet caught inside a subspace pocket. The EMH remains offline for much of the



Candid camera

The EIMH's away team colleagues do not always appreciate just how keen he is to record the trip.

time to conserve energy, but he is instrumental in establishing communication with their fellow castaway Noss, and also treats the wounded Tuvok.

Not all away teams are positive experiences for the Doctor One mission at the end of 2373 becomes a nightmare when he and his colleagues' shuttle is attacked by an unknown alien species. The EMH is not harmed by the alien fire - proving the benefit of sending a hologram into potentially dangerous situations and he acts quickly, transporting the invader back to its ship and plotting a course back to Voyager.

#### Hard choices

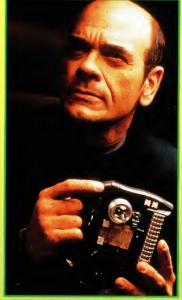
The mission has serious ramifications for the Doctor. He makes the choice to save the seriously injured Harry Kim over Ensign Jetal, and the latter dies. The terrible guilt he feels causes a feedback loop to develop between his ethical and cognitive subroutines, and the memories have to be deleted to stop his program breaking down. These memories later resurface, but he is able to come to terms with them.

On the whole, however, the Doctor vastly enjoys his away missions. He cannot hide his disappointment when he is left out, but he finds consolation in asking the 'lucky' officers chosen to record some holoimages for him. It is the next best thing to being

"... since I was the only crew member who could survive the corrosive atmosphere, it was up to me to retrieve the data module and save the day." — The Doctor

#### ★ Aid on the spot

The Doctor's mobile emitter allows him to administer first aid to injured crew members.



★ Recorded for posterity

The Doctor uses a holoimager to record copious pictures of all the worlds that he visits.

for a hologram, but one giant leap for mankind.

Captain Janeway gives the EMH a vital mission in late 2375. He is ordered to covertly investigate the science lab aboard the U.S.S. Equinox NCC-72381, which appears to have been deliberately contaminated with thermionic radiation. The Doctor discovers a matter-conversion system that uses alien cell structures as a fuel compound to power the warp engines. He activates the Equinox's EMH, unaware that the program has had its ethical subroutines deleted. His counterpart deactivates him and takes his mobile emitter, trapping the Doctor aboard the renegade Federation starship when it escapes.

The Equinox's Captain Ransom also deletes the EMH's ethical

#### MISSIONS YET TO COME

Two as-yet-unrealized timelines suggest that the EMH will be reactivated away from the U.S.S. Voyager NCC-74656 in the future. In an alternate 2390, Federation fugitives Chakotay and Harry Kim activate him aboard the stolen *Delta Flyer* to help them change history and prevent a disastrous error which entombed the *U.S.S. Voyager* and its crew on an ice planet. The Doctor remains loyal to his former crewmates despite their treasonous actions, and ultimately provides Kim with the idea of sending information back in time that will avert Voyager's destruction and change history.

Another 685 years into the future, the EMH's backup module is unearthed and activated by the curator of the Museum of Kyrian Heritage. As a living witness to history, the Doctor is able to dispute a distorted representation of Voyager and its crew as vicious, cold-blooded murderers. The Doctor programs his own holographic account of history and manages to persuade the Kyrian and Vaskan people who share this world of the truth. His efforts pave the way for dialogue and unity between the two peoples, and he serves as the Vaskan Medical Chancellor for many years before leaving for the Alpha Quadrant.



The Doctor is astounded to find himself reactivated after nearly 700 years, in a museum that records a WARSHIP VOYAGER crewed by a collection of vicious psychopaths.



Loyalty The EMH is repared to risk existence to

he true name of the man designated

'John Doe,' like so

many facts about

his life, remains

unknown. He

handsome and vigorous

appears to be a

man in his early 40's, and is

a member of the Zalkonian species, a humanoid race

characterized by multiple

horizontal ridges on their

faces, and enlarged ears.

Superficially, he is a typical

Zalkonian, but he is far from

being an ordinary member

All that is established

about John's past is that

he begins, in early 2366,

and abilities, and thus

to manifest unusual powers

comes under the scrutiny of

the Zalkonian government,

who are anxiously watching

their population for signs of any such mutation.

The Zalkonians are

a civilization who have

achieved a great deal.

They have a thriving,

culture, a healthy and

region of space. The

technologically advanced

prosperous population, and

dominion over a peaceful

of his race.

Hidden past

FILE 58 OTHER CHARACTERS AND LIFE FORMS

# John Doe

John Doe is persecuted and nearly killed by his race, who fear the incredible powers that make him the harbinger of their next evolutionary stage: a higher form of noncorporeal existence.

> Zalkonians enjoy a generally harmonious existence, and their government would

#### exactly as they are. Evolutionary steps

prefer to keep things

Nature has other plans. As a species, the Zalkonians have reached a critical stage in their development. They are about to make an evolutionary transition, from physical life forms to noncorporeal beings on a higher plane of existence. Unfortunately, the Zalkonian authorities are resistant to any such change, and, far from embracing it as a new developmental stage, view it as the end of their species. Fearing replacement by the 'new Zalkonians,' the authorities circulate rumors that any person manifesting the early stages of this change - intense pain and a lowlevel healing ability - is suffering from the first stages of a terminal disease, and should be incarcerated for the good of the community.

Many Zalkonians are imprisoned for 'treatment' under this regime, but the

# JOHN DOE

IMME: Named 'John Doe' by Dr. Crusher. LIFE FORM: Zalkonian male INOWN FAMILY: None

REMARKS: John appears to be a normal Zalkonian, but is actually one of a new strain who carru within them an evolutionary breakthrough for the species. John is the first of these mutated Zalkonians to achieve his full development without being hunted down and destroyed by fearful authorities.

**CURRENT STATUS:** Transformed into a being of pure energy, John returns to Zalkon to lead his people through their transformation.

FIRST SEEN: 'Transfigurations' [TNG]

prisoners are never heard

of again. John Doe and a handful of other 'new

Zalkonians' try to escape

from the planet, stealing

a ship and trusting to the

fates that they will find

a safe haven. They are

hunted down by the

Zalkonian militia, and their ship destroyed. Only John survives, and his damaged escape pod crashes on an undeveloped planet in the Zeta Gelis system.

On Stardate 43957, the U.S.S. Enterprise NCC-1701-D is charting the Zeta Gelis cluster, an area largely unexplored by Starfleet, when the crew discover the small craft on the surface of a Class-M planet. The pilot is critically injured, pinned beneath the wreckage, and is too unstable to be transported.

# PROFILE ON



OTHER CARDS IN THIS FILE...

SEE OTHER

STARFLEET PERSONNEL .....File 43

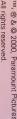
**NEXT GENERATION......** 

**TAM ELBRUN** 15 SOREN

23 KIERAN MACDUFF

STAR TREK: THE

'John Doe' is a peaceful, caring Zalkonian whose extraordinary evolutionary development terrifies the authorities on his homeworld. John escapes persecution and finds temporary refuge on the U.S.S. ENTERPRISE NCC-1701-D, where his gentle manner, inner strength, and astonishing new powers win him many new friends among the crew.



#### RECOVERY OF JOHN DOE



K Seriously injured

John Doe is found seriously injured amongst the debris of his crashed escape pod on a planet in the Zeta Gelis system.



Mysterious

John Doe's origins are initially shrouded in mystery, and even he is unable to shed any light on his identity when he recovers.



Up and about

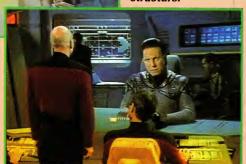


John Doe's recovery exceeds the expectations of Dr. Beverly Crusher, due to the fact that his body has unique, fast healing properties.



#### ★ Changes

As John evolves, he is racked by painful spasms that manifest as an energy pulse. Dr. Crusher discovers that these seizures are transforming her patient's entire cell structure.



Using a neurolink, Dr. Beverly Crusher establishes a connection between the victim's autonomic nervous system and that of Geordi La Forge, so that the chief engineer's uninjured brain will regulate both his own and the patient's systems until they can reach sickbay.

🖊 Demands

The Zalkonian

commanded by

NCC-1701-D.

Sunad in an attempt

to recapture John Doe. The vessel is an

even match for the U.S.S. ENTERPRISE

authorities despatch a warship

On board, Dr. Crusher designates the man 'John Doe,' and while she repairs his critical trauma with her usual skill, she is astonished at his natural healing rate. Within 36 hours, his tissues have regenerated to the point where he can survive without artificial life support, and over a period of seven weeks he recovers from devastating injuries that, even given the finest medical attention, would ordinarily require months of convalescence.

#### Healing powers

John's psychological recovery is less impressive than his physical progress. He is completely amnesiac, recalling neither his name, his planet of origin, nor anything else about his life. John quickly establishes a friendship with the Enterprise crew, which develops an unusual aspect when, drawn by a strange impulse, he starts to heal injured crewmen in sickbay. Like everything else about himself, John is at a loss to account for this healing power, or for the seizures of isoelectrical energy that periodically incapacitate him. His blighted memory prevents him

"I seem to be a mystery, Doctor. To you ... and to Thuse of the suffering of his friends

from recalling his body's mutation, or the persecution he has suffered in the past because of it. Dr. Crusher can only establish that these changes have nothing to do with his injuries, and appear to be a new developmental process.

When La Forge and Data, using information gleaned from the wreckage of John's ship, establish a course to his probable homeworld. he becomes uneasy. His memories have not returned, but he believes himself, correctly, to have been the victim of persecution, and is fearful of returning to the authorities from which he escaped. He attempts to steal a shuttlecraft, only to be accosted by the Klingon Worf.

John is shocked when his power reflexively lashes out against a perceived threat, and he inadvertently causes Worf a grave injury, which only his healing powers prevent from being fatal. En route to John's homeworld, the Enterprise is accosted by a warship commanded by Sunad, a Zalkonian who claims that John is a dangerous criminal, and demands his extradition. Sunad states that the Zeta Gelis cluster is Zalkonian space, and that the Enterprise crew are unwelcome intruders interfering with Zalkonian affairs.

All attempts at negotiation are rebuffed, and Sunad activates a device that causes convulsions, intense pain, and loss of consciousness in the Enterprise crew, with symptoms that resemble suffocation. This formidable weapon is effective against all of the species in the crew, and even incapacitates the android Data.



#### r Fearful

John Doe unwittingly causes Worf injury when he believes that the Klingon is threatening him.

enables him to access his full powers. He negates the device, and transports the bewildered Sunad to the bridge of the Enterprise. The truth about John is finally revealed: he is a member of a persecuted minority on Zalkon, who have been exterminated by fearful authorities before they can achieve their next stage of evolution.

#### the next stage

John transcends his fleshy form, becoming a being of pure light and energy. He offers this transcendence to Sunad, saying that all Zalkonians have this potential, but Sunad fearfully rejects the new being before him. John returns Sunad to his ship, and



John Doe's evolution sees his humanoid features replaced by a striking yellow energy form.





#### r Farewell

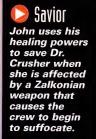
The last sight that the crew of the U.S.S. ENTERPRISE NCC-1701-D have of John Doe is as he evolves into a noncorporeal being and leaves the starship through the ceiling of the bridge.

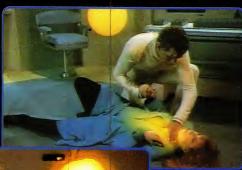
bids a regretful farewell to his friends on the Enterprise before returning, under his own power, to his homeworld, to help others through their transfiguration.

#### FALLING IN LOVE

#### Brief encounter

John's intellect and compassion strongly impress Dr. Beverly Crusher. She admits to a few chosen confidants that her feelings for the man, while not yet romantic, are far stronger than can be accounted for by the normal doctor-patient relationship. This potential romance, however, is nipped in the bud when John reaches the next stage of his evolution, and leaves corporeal existence behind.







#### Grafitude

Dr. Crusher and John Doe share a bittersweet farewell before he leaves the U.S.S. ENTERPRISE NCC-1701-D. He thanks her for saving him, and

# Ennis & Nol-Ennis Weapons

The inhabitants of a unique penal colony in the Gamma Quadrant are forced to endure a never-ending cycle of conflict, death, and resurrection. To this end, they employ an array of vicious and destructive weapons to aid their battle.

aces across the four quadrants of the Galaxy design and produce weapons for many reasons - to protect boundaries or raw materials, to defend against possible aggressors, and even to wage war on others. Starfleet's early encounters with the inhabitants of the Gamma Quadrant include the accidental discovery of an inhabited penal colony on the moon of the third planet in a previously uncharted binary star system. The warring factions of the **Ennis** and **Nol-Ennis** are ancient adversaries who have been placed on the moon as an example to others of their race. Both sides deliberately design a wide variety of weapons to inflict as much physical damage as possible on each other. This philosophy of generating maximum pain and misery is intrinsically linked to the environment in which the Ennis and Nol-Ennis exist.

#### Eternal conflict

The Ennis and Nol-Ennis forces occupy an area of roughly 12 square kilometers on the surface, close enough to guarantee regular skirmishes and ferocious attacks. In 2369, a Starfleet away team, led by Commander Benjamin Sisko, are forced to crashland their Runabout, the U.S.S. Yangtzee Kiang NCC-72453, on the surface of the moon. Sisko is appalled to find that there are no medical facilities available to the Ennis forces, but he soon learns that the extraordinary genetic modification which has been undertaken by the warring factions' captors has made medical care redundant. It also explains why the various hand weapons used by both sides are lethal; any individual left dying on the surface of the planet immediately has their physiology altered through a biomechanical presence at the cellular level. These artificial microbes directly control the metabolic process from that point. They are able to keep the occupant alive indefinitely, and are designed to prolong the suffering of the Ennis and Nol-Ennis for as long as possible. Death is no longer feared by either side, and as their hatred and distrust of each other is total, they turn their attention to the design of crueler, and ever more destructive weapons to use against each other.

An excellent example of this approach is the sidearms and rifles used by both forces. Ennis weapons technology was at the level of Starfleet's directed energy weapons centuries ago, but the destructive potential and kind of

wound delivered was seen as not possessing a high enough potential for bodily damage. Many years of development have led to the present weapons system, which takes the form of a single glowing ball of energy which hits the target in a brilliant shower of sparks, and causes extensive tissue damage on impact. The design of Ennis and Nol-Ennis weapons

## WEAPONS OF WAR

The Ennis possess a long staff-like blade. This weapon features a sharp implement at one end, and a large sphere at the other, which can be used as a blunt, but nevertheless worthy, weapon.

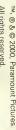
The Ennis and Nol-Ennis show little mercy during battle. Everyone is considered a suitable target during conflict.

The edges of the bladed weapons are razor sharp so as to inflict deep wounds. This weapon is used by the Nol-Ennis. The blade of this small knife is serrated, and particularly jagged to increase the likelihood of inflicting a significant injury.

The directed energy weapons used in the conflict vary somewhat in size, from a small pistol to larger rifles. They are nevertheless all capable of firing destructive balls of energy.

NATION COMPAGE All of the weapons used by the Ennis and Nol-Ennis in their ongoing conflict are designed to inflict the greatest amount of damage to an opponent as possible. As such, the bladed weapons in particular prove to be extremely brutal and efficient.





# Ennis & Nol-Ennis Weapons



The Ennis wield their long-bladed weapons with a skill and fluency that they have developed over the course of their long battle with the Nol-Ennis. The experienced soldiers are not infallible, however, and many of them are injured or killed over the course of the battles.

differs, but the nature of their delivery systems and ammunition is evenly matched, meaning that neither side is successful in gaining the upper hand in their eternal struggle against each other.

#### Energy Weapons

Ennis handguns are constructed from a copper-colored alloy and consist of a long single-piece oval barrel which is tapered at both its forward and rear ends. The muzzle is angled back slightly, and the underside of the firing chamber is connected directly to the framework that incorporates both the grip and the protective trigger guard, which is located underneath. Constructed from a similar material, the single handgrip is relatively thick and angles outward and downward from the rear of the firing chamber, tapering slightly to allow it to be handled in a comfortable fashion. The lower section of the grip has two rectangular pads on its surface to improve contact, with the integral trigger protruding at the top of the grip inside the wide, angled trigger guard, which connects to the underside of the muzzle. These hand weapons are light and easy to use, and can be holstered when they are not required.

#### Weapons of terror

A larger rifle is also used by the Ennis, which consists of a long, narrow stock that is connected to a rectangular forward firing chamber, with a pistol grip located directly underneath the front section of the weapon. Its muzzle is tapered to a narrow tip. The weapon is light, and small enough for it to be comfortably carried and fired with one hand if required. Unlike standard issue Starfleet phasers, the energy discharge takes the form of a single emission, and does not appear as a continuous focused beam.

The Nol-Ennis have their own variety of pistol, but their main weapon is a small rifle which is shorter than the Ennis version, but equally as powerful. It consists of a circular main barrel with a short pistol grip to the rear; the Nol-Ennis soldier holds the forward underside of the barrel with one hand, and the trigger unit with the other, keeping the weapon close to their chests while firing. The upper surface of the ribbed

The directed energy weapons that are utilized in the conflict prove to be more than sufficient for their intended task, and are responsible for inflicting a great many injuries upon the enemy when used on the battlefield.



barrel contains a raised narrow structure which forms a rudimentary site, although a hit on any part of the hated enemy's body is sufficient to leave them in agony.

Years of constant attack have left both sides jaded, with little thought given to tactical advantage, or the deployment of a defense perimeter. Combat is undertaken at any opportunity, and both sides have developed a series of lethal hand weapons for use in closequarter combat that rival any Klingon bladed weapon. All troops carry a long-bladed, silverhandled knife, often unsheathed and tucked inside the belt for immediate access. The curved blade is highly milled for a razor sharp edge, and has a series of jagged serrations on one side to produce a ripping wound in opponents. Combat tactics which make use of these knives include deliberately causing jagged open wounds, guaranteed to extend suffering until the inevitable healing occurs.

#### Savage blades

Larger weapons include a meter-long narrow staff connected to a heavy circular ball at one end, and a viciously curved blade at the other, which is perfectly balanced for use as a quarterstaff or spear. The long, jagged blade is similar in design to the smaller knives, and has the same vicious purpose in its design. Nol-Ennis troops also employ a smaller throwing axe which is around a third of a meter long, and consists of a narrow metallic rod connected to a sharpened flat irregular blade at the other end, ideal for throwing at an opponent - and continuing the futile circle of hostility.



The inhabitants of the penal colony suffer death at every turn, be it by energy weapon or the savage blow of a bladed weapon. Their resurrection is nevertheless assured.



The Ennis and Nol-Ennis are suspicious of outsiders, such as the away team led by Commander Benjamin Sisko in 2369, and stand ready to attack if they consider them



Short, sharply bladed weapons pose a significant threat, particularly when used in close-quarter combat. The razorsharp edges of the weapon can leave any opponent with severe injuries.



Vast numbers of casualties are sustained in the conflict between the Ennis and Nol-Ennis. Many fighters die with their bloodied weapons lying at their side.

# · Thirty Days'

Tom Paris is reduced in rank to ensign, and sentenced to 30 days in the brig. Once there, he composes a message to his father — a message that may never be delivered — explaining the circumstances leading up to his current predicament.

"Hey Dad, long time no see. Chances are you'll never receive this letter, but in case you do there's a few things I wanted to say. First of all, bad news. I'm in jail again.'

- Tom Paris

he U.S.S. Voyager NCC-74656 discovers an ocean in space, which is prevented from dissipating by a containment field. It is populated by the Moneans, a formerly nomadic race who have created an underwater infrastructure with farming and oxygen refining operations. The Moneans are concerned at their ocean's increasing loss of water, and believe it may have something to do with the core, but their vessels are unable to withstand such depths. Voyager's scans reveal that at the current rate of loss, the Moneans may have to evacuate their habitat within five years.

#### Voyage to the bottom of the sea

The problem gives Lt. Tom Paris an opportunity to indulge his maritime fantasies, using the Delta Flyer to penetrate the watery depths. He discovers an ancient computer-controlled reactor with a maritime guardian capable of generating powerful electrical discharges. When the *Flyer* is temporarily disabled, **Ensign Harry Kim** deduces that the increased water density is causing the reactor to divert power from containment to structural defence.

The problem is adjusted temporarily, but it is later discovered that the oxygen refining operations are causing the problem. Schematics for a less harmful oxygen generating system are supplied, but the Monean Consul appears reluctant to shut down the damaging technology.
Paris is outraged at this apparent lack

of interest, and while Captain Kathryn Janeway shares his concern, the Prime Directive forbids interference. Paris, however, comes to an agreement with the like-minded Monean surveyor Riga to shut down the oxygen refineries, thus encouraging them to be rebuilt using safer technology. This puts him in direct conflict with his colleagues, who convert a **photon** torpedo into a depth charge to stop him. Back on Voyager, Paris is stripped of rank, and sentenced to a 30-day jail term.

## ON SCREEN...



Tom Paris is reduced in rank to ensign, and sentenced to 30 days in the brig. During this time, he writes a letter to his father explaining what has transpired.



The U.S.S. VOYAGER NCC-74656 discovers a unique world that is formed completely of water. It is home to a formerly nomadic race called the Moneans.



The DELTA FLYER is dispatched to the ocean's core to investigate why the waters are losing coherency. The crew find that the Moneans themselves are responsible.



The Moneans appear reluctant to update their technology when they are told that their extensive oxygen refineries are causing the ocean to dissipate.



Tom Paris and the Monean Riga use the DELTA FLYER to disable the oxygen refineries. They are prevented from doing so by a photon torpedo fired by VOYAGER.



6 Captain Kathryn Janeway expresses her disappointment in Tom Paris, stating that he is guilty of disobeying direct orders, and conduct unbecoming an officer.



The ocean world was once attached to a land mass, but was deliberately siphoned off into space by an unknown alien civilization.

# 'Counterpoint'

During an attempt to transport a group of telepaths through the restricted space of the Devore Imperium, the crew of the U.S.S. Voyager NCC-74656 find themselves allied with the very man who has instigated each search of the starship.

... prepare to be inspected. Crew members are instructed to step away from their stations and ... sidearms and scanning equipment are to be set aside. Deviation from this or any other inspection protocols will not be tolerated."

- Devore Inspector Prax

he U.S.S. Voyager NCC-74656 is boarded by the **Devore**, a powerful military empire with a deep distrust of telepaths. A detailed inspection is carried out, and Captain Kathryn Janeway claims that all Vulcans and Betazoids listed in the crew manifest are dead. In reality, they are held in transporter suspension along with Brenari refugees traveling aboard Voyager. It is planned that *Voyager* will rendezvous with a vessel that will transport the telepaths through a wormhole out of Devore space. The periods of transporter suspension are starting to have a lasting ill-effect, though.

#### Defection

Captain Janeway is surprised when Inspector Kashyk comes aboard Voyager and claims he wants to defect. Kashyk knows all about the refugees, and could have arrested them earlier; he then reveals that the planned rendezvous area is a trap, the transport vessel having been captured.

Kashyk is trained to repel telepathic probing, so it remains uncertain if his request for asylum is genuine, or a ploy to find the wormhole. Voyager's best chance of locating the wormhole is a scientist named Torat, who reveals that it appears intermittently at varying locations. Unfortunately, to reach the wormhole Voyager must pass a Devore scanning array.

An attempt to avoid detection fails, and Devore Warships are sent to intercept Voyager. Kashyk offers to rejoin the Devore and use his rank to take control, ensuring that the inevitable inspection is unsuccessful. Captain Janeway vows to remain by the wormhole for him until it collapses.

Once the inspection team arrive it becomes apparent that Kashyk's story was a ruse, but Captain Janeway has in turn deceived him, dispatching two shuttlecraft with all the telepaths to the wormhole, while providing a false location for Kashyk. Not wanting his record to be blemished by this failure, Kashyk permits Voyager to follow the escaped shuttlecraft out of Devore space.

An analysis of subspace counterpoints can predict the location of the wormhole's next appearance.

#### ON SCREEN...



The U.S.S. VOYAGER NCC-74656 is subjected to a thorough search for pathic life forms by inspectors from the Devore Imperium.



As the inspection team depart, the crew rush to rematerialize the Brenari and Federation telepaths, who have all been suspended in transporter limbo.



In a surprising move, Inspector Kashyk of the Devore Imperium boards VOYAGER and requests asylum, claiming he wants to help the Brenari escape.



The VOYAGER crew enlist the aid of Dr. Torat in their efforts to locate the wormhole that will provide the Brenari with their escape route.



Kashyk leaves VOYAGER to prevent the telepaths from being found Before he departs, he and Captain Kathryn Janeway share a passionate kiss.



6 Knowing that Kashyk will betray her, Janeway arranges for the Brenari to escape through the wormhole using two of VOYAGER's shuttlecraft.

# 'Latent Image'

he *U.S.S. Voyager NCC-74656*'s Emergency Medical Hologram discovers that a number of his memory files have been deleted. He becomes concerned that someone is attempting to prevent him from discovering what happened 18 months previously, so he

asks Seven of Nine to help him restore fragments of the relevant files. Most feature

accompanies the Doctor and Ensign Harry Kim on a shuttle mission, and dies when an alien fires an energy weapon at them. Instead of permitting the Doctor to investigate further, Captain Kathryn Janeway orders him to deactivate himself

so that she can monitor any further attempts at distorting his files. Before deactivating, the

Doctor sets a trap, and captures an image of Janeway deleting his files. She admits responsibility, citing an irresolvable program conflict. Janeway denies the Doctor any further information for his benefit, and the well-being of the crew. Furthermore, she intends to rewrite his program again.

Before the Doctor is reprogrammed, Captain Janeway permits him access to his memories. He had been present at Ensign Jetal's surprise birthday celebrations, then accompanied her and Kim on a mission where they were ambushed by an unknown alien, whose weapon left both humanoids

The weapon had residual effects, and on Voyager the Doctor only had time to save one patient – he chose Kim, whom he considered a friend. The death of Jetal caused a conflict in his ethical programming, and he experienced the equivalent of a nervous breakdown. The restored knowledge triggers the same response. Captain Janeway ponders her decision. Having permitted the Doctor to evolve from his original programming, should he now be curtailed? She eventually decides to have the Doctor retain his memories and resolve the problem himself, which he gradually does.

> The Doctor takes images of all of the crew at the subatomic level during their annual medical check-ups.

an unknown female ensign who

When the **Doctor** learns that someone has deleted a number of his memory files relating to a shuttlecraft accident 18 months ago, he sets a trap to find the culprit. He is shocked to discover that Captain Kathryn Janeway appears to be behind the tampering.



The EMH takes a number of holoimages of the crew. Harry Kim's image shows he has had surgery that the Doctor cannot remember carrying out.



"If I were given to paranoia, I'd say someone is trying to keep me from finding out what happened 18 months ago."

- The Doctor

Reconstructed memory files produce an image of the Doctor with Kim, and a female ensign whom he cannot recall, aboard a U.S.S. VOYAGER NCC-74656 shuttlecraft.



The Doctor captures an image of Captain Kathryn Janeway deleting his memory files. She admits responsibility, claiming it is for his benefit, and that of the crew.



The Doctor is allowed to view his memory files prior to their deletion. This reveals that he was present at the birthday celebrations of Ensign Jetal.





Jetal and Kim were subsequently attacked by an unknown alien during an away mission, and the Doctor was forced to choose which officer to save.



Janeway lets the Doctor retain his memories, and the crew take it in turns to sit with him as he slowly comes to terms with the difficult choice he had to make.



Looking back

seriously wounded.



# 'Bride of Chaotica!'

The crew of the U.S.S. Voyager NCC-74656 have to become characters in Tom Paris's homage to 1930's sci-fi serials when a war breaks out on the holodeck between alien photonic life forms and the fiendishly demonic Dr. Chaotica.

om Paris and Harry Kim are playing a Captain Proton holodeck scenario, when they notice an anomalous colored energy in the black and white world. Simultaneously, the *U.S.S. Voyager NCC-74656* is pulled out of warp, into what Lt. B'Elanna Torres describes as a subspace sandbar.

Tom and Harry transport off the holodeck, leaving the Captain Proton program playing. Soon after, two humanoid beings emerge from the anomalies and are brought before the despot **Dr. Chaotica**. They claim to be dimensional explorers searching for other photonic life forms, but the survivor retreats when Chaotica kills his colleague.

A plan to breach the subspace area requires the crew to power down the warp **core** and move very slowly via thrusters. The procedure is stalled by weapons fire emanating from the holodeck program, where Chaotica is engaged in a conflict with what he refers to as aliens from the fifth dimension. It transpires the anomalies are subspace portals, and the explorers consider the Captain Proton scenario to be reality.

#### Oueen for a dau

For Voyager to escape, the crew must play out the Captain Proton scenario and defeat Chaotica, after which the aliens should leave, freeing the ship. To deactivate Chaotica's 'lightning shield' and 'death ray,' Captain Kathryn Janeway poses as Arachnia, Queen Of The Spider People. Meanwhile, the Doctor masquerades as the President of Earth and makes contact with the aliens.

The **EMH** convinces the aliens to allow Proton – aka Tom Paris – to act against Chaotica without interference. Unfortunately Arachnia reveals her true intentions too rapidly, and is placed in confinement while Chaotica aims his death ray at Proton. By sneaky use of her pheromones, the Queen tricks Lonzak, one of Chaotica's henchmen, into freeing her, and she disables the death ray. The photonic aliens depart, and power returns to Voyager, allowing the ship to finally clear the subspace sandbank.

#### TARSHIP FAC

Once defeated, the dying Chaotica promises Proton and Arachnia that they have not seen the last of him.

#### ON SCREEN...



A mysterious anomaly appears in the holodeck as Tom Paris and Harry Kim enjoy their 1930's science fiction serial, 'The Adventures of Captain Proton.'



After we infiltrate the fortress of doom we'll free Chaotica's harem."

- Captain Proton

is unable to move when it becomes lodged in what Lt. B'Elanna Torres describes as a "subspace sandbar."



In the holodeck, two photonic life forms are captured by the evil forces of Dr. Chaotica. When one is killed, a war begins between the two sides.



Captain Janeway infiltrates Chaotica's Fortress of Doom in the guise of Arachnia, Queen of the Spider people, and tries to end the war on the holodeck.



Arachnia's plan is foiled, and Chaotica traps her in confinement rings. She succeeds in freeing herself by attracting Lonzak with her pheromones.



Chaotica is struck with a crackle of energy when his death ray is destroyed. The "twisted, power-mad, homicidal tyrant" dies beside his weapon.

### **U** update

Amat'igan A Jem'Hadar soldier. In 2372, Amat'igan and his squadron were accompanied by the Founder Leader when they sought to remove Odo from the U.S.S. Defiant NX-74205. (Starship Log: 'Broken Link' [DS9]) **SEE FILES 16, 70** 



When the crew of the U.S.S. DEFIANT NX-74205 tried to cure Odo's illness by returning him to the Founders' homeworld, Amat'igan and his Jem'Hadar team seized control of the starship.

amber spice A condiment considered a delicacy on Talax. Neelix acquired 12 kilograms of amber spice from a Kartelan freighter in 2376. (Starship Log: 'The Voyager Conspiracy' [VOY]) SEE FILES 18, 71

The second in line to become Autarch of the Delta Quadrant Ilari, after his brother Demmas. (Starship Log: 'Warlord' [VOY]) SEE FILES 18, 71

Amieth Prime The Cardassian Union maintained a station on this planet, which is located within an emission nebula. (Starship Log: 'Return to Grace' [DS9]) **SEE FILES 3, 13, 70** 

Amonak, Temple of A revered holy site for the people of Vulcan. T'Pel journeyed here to ask the priests to recite special prayers for **Tuvok**. (Starship Log: 'Hunters' [VOY]) SEE FILES 8, 71

The homeworld of the Andorians, members of the United Federation of Planets. On this planet, also known as Andoria, one can find the Andorian tuberroot, Andorian amoebae, the brooding Andorian bull, Andorian boilers (a cooking device), and the highly regarded Andorian Academy of Art. (Starship Log: 'Second Sight' [DS9]) SEE FILES 3, 7, 70

And The home planet of medical researcher Dr. Bathkin who, according to Elias Giger, first solved the theoretical puzzle of how to prevent death. (Starship Log: 'In the Cards' [DS9]) SEE FILE 70

HTCTT A Yaderan holographic female, daughter of Rurigan, and mother of Taya. (Starship Log: 'Shadowplay' [DS9]) **SEE FILES 4, 59, 70** 

anefrizine This anesthetic is delivered via hypospray. Twenty milligrams of anetrizine was used to tranquilize Seven of Nine's cranial nerves. (Starship Log: 'The Gift' [VOY]) SEE FILES 43, 71

A 32-year-old woman to whom Tom Paris lost his virginity at the age of 17. He could not remember her last name, (Starship Log: 'Threshold' [VOY]) **SEE FILES 43, 71** 



The Doctor used anetrizine to sedate Seven of Nine shortly after she came aboard the U.S.S. VOYAGER NCC-74656 in 2374, so that he could remove a number of her Borg implants.

anola bosque Neelix promoted his skills as a potential cook by telling **Captain Janeway** "you haven't lived until you've tasted my angla'bosque." (*Starship* Log: 'The Caretaker' [VOY] SEE FILES 43, 71

A **Ba'ku** female and elder of a secluded, agrarian community whose residents enjoyed a continuously regenerated genetic structure. Before she met Captain Jean-Luc Picard in 2375, Anij had not seen a bald man in 300 years. (Starship Log: Star Trek: Insurrection) SEE FILES 18, 58, 80

animazine A chemical stimulus which the crew of the U.S.S Voyager NCC-74656 used to prevent the onset of sleep, thereby protecting themselves from a dream-invading species. (Starship Log: 'Waking Moments' [VOY]) SEE FILES 18, 71

Anjohl Tennan Gul Dukat assumed this identity - a moba farmer - when he was surgically altered to look like a Bajoran in 2375. (Starship Log: 'Till Death Do Us Part' [DS9]) **SEE FILES 50, 70** 

Gul Dukat called himself Anjohl Tennan in an effort to get closer to Kai Winn.

This Delta Quadrant race introduced the U.S.S. Equinox NCC-72381 crew to nucleogenic life forms from another dimension. The **Ankari** later helped Captain Janeway convince the creatures to cease their attacks on the U.S.S. Voyager NCC-74656. (Starship Log: 'Equinox', Part I [VOY]) SEE FILES 18, 71

A resident at **Deep Space Nine**. Annel was a regular babysitter for Molly and Kirayoshi O'Brien. (Starship Log: 'Business As Usual' [DS9]) SEE FILE 70

HTTOTAX This Krenim scientist developed a temporal weapon capable of eliminating all traces of a civilization's existence. (Starship Log: Year of Hell', Parts I and II [VOY]) SEE FILES 18, 40, 58, 71

A parent of P'Chan, who became the Borg drone Four of Nine. P'Chan cooked and cared for his parents before they were killed by the Borg. (Starship Log: 'Survival Instinct' [VOY]) SEE FILE 71



angla'bosque animazine

Anetra

**Anjohl Tennan** Ankari

arbiter Archer, Valerie archery science Arfillian ficus Argala habitat



Anij grew romantically attached to Captain
Jean-Luc Picard when he helped to prevent the Son'a from transporting the Ba'ku off their homeworld.







Anslem Jake Sisko's semi-autobiographical novel, which he finished in 2372 while still in his teens. In an alternate timeline, 'Anslem' was one of only two books that the 80-year-old Jake had ever published. (Starship Log: 'The Muse' [DS9]) SEE FILES 44, 70

anthracite strike of 1902 A famous union action in western Pennsylvania on Earth. The labor leader of the miners. Miles O'Brien's ancestor Sean Aloysius O'Brien, was martyred before it was resolved. (Starship Log: 'The Bar Association' [DS9]) SEE FILES 44, 70

anti-backflow valve A damper control in the U.S.S. Defiant's aft plasma vent, designed to deflect external matter, through which the shrunken U.S.S. Rubicon NCC-72936 Runabout maneuvered in 2374. (Starship Log: 'One Little Ship' [DS9]) SEE FILES 28, 70

antimatter fireworks Celebratory pyrotechnics. Antimatter fireworks were part of the homecoming celebrations for Harry Kim and Chakotay, U.S.S. Voyager NCC-74656's only survivors in an alternate timeline. (Starship Log: 'Timeless' [VOY]) SEE FILE 71

A valuable article of commerce, options in which can be traded on the Sepian Commodities Exchange. (Starship Log: 'Business As Usual' [DS9]) SEE FILE 70

A human female who was once romantically involved with James T. Kirk. The two enjoyed horseback riding, and when Kirk met her again in the nexus, he made her breakfast in bed and contemplated proposing. (Starship Log: Star Trek: Generations) SEE FILES 43, 78

A planetoid in the **Chin'toka system**. In 2375, the crew of the U.S.S. Defiant NX-74205 aided a Federation base on AR-558 that was besieged by Jem'Hadar troops. (Starship Log: 'The Siege of AR-558' [DS9]) **SEE FILES 19, 70** 

ARA SCOT SEE Autonomic Response Analysis



ACCINIC The alluring Queen of the Spider People in 'The Adventures of Captain Proton' holoserial. Arachnia was the object of the evil Dr. Chaotica's affections. (Starship Log: 'Bride of Chaotica!' [VOY]) SEE FILE 71

Cantain Janeway assumed the role of Arachnia, Queen of the Spider People, in a holosuite program homage to 1930's Earth sci-fi serials.

Arakis Prime A Delta Quadrant planet, site of one of the U.S.S. Voyager NCC-74656's EMH's first away missions. The Doctor found its crystalline glaciers and magnesium vapor atmosphere enchanting. (Starship Log. 'One Small Step' [VOY]) SEE FILE 71

The Jem'Hadar second to Goran'Agar, who led the capture of Julian Bashir and Miles O'Brien in 2372. Arak'Taral disagreed with his superior's attempt to free his troops from their ketracel white addiction, and was killed for failing to follow orders. (Starship Log: 'Hippocratic Oath' [DS9]) SEE FILES 58, 70

HIGNOIS The chief facilitator for planet Risa's Temtibi Lagoon. Curzon Dax encountered his final destiny while making love to Arandis at Risa in 2367, a fate she termed "death by jamaharon." (Starship Log: 'Let He Who is Without Sin...' [DS9]) SEE FILE 70

In 2373, Arandis met Jadzia, the new Trill host for the Dax symbiont. Arandis had known the previous host, Curzon.



HIDU A Vhnori female and wife of Hatil. Araya was angry at Ensign Harry Kim for "spreading lies" about the Next Emanation and causing her husband to question a lifetime of beliefs on his deathbed. (Starship Log: 'Emanations' [VOY]) SEE FILE 71

Arbazon Vulture odo took the form of this bird of flight for a few moments in 2371. Feeling air currents beneath his wings, and the exhilaration of soaring above treetops, was a most remarkable experience for the Changeling. (Starship Log: 'The Search', Part II [DS9])

On **Deep Space Nine**, arbiters mete out punitive sentences for violations of various ordinances and statutes. The Kyrian civilization employed arbiters during the war crimes trials. (Starship Log: 'Little Green Men' [DS9]; 'Living Witness' [VOY]) SEE FILES 70, 71

Archer. Valerie One of the identities adopted by Species 8472 creatures in the Starfleet Headquarters training replica. 'Archer' enjoyed occasionally being in human form and breathing the oxygen of non-fluidic space. (Starship Log: 'In The Flesh' [VOY]) SEE FILE 71

**archery Science** Tuvok taught this discipline at the Vulcan Institute for Defensive Arts for several years. He used his expertise to fashion a bow and arrow when the U.S.S. Voyager NCC-74656 crew found themselves marooned on Hanon IV in 2373. (Starship Log: 'Basics', Part II [VOY]) SEE FILES 43, 71

The command module for a 2032 Earth mission to Mars. The spacecraft, piloted by Lt. John Kelly, vanished while in orbit of Mars. (Starship Log: 'One Small Step' [VOY]) SEE FILES 33, 44, 71

Reiko O'Brien wrote a paper on this botanical specimen in 2375. Her husband Miles O'Brien mistakenly referred to it as a tree when it is actually a shrub. (Starship Log: 'What You Leave Behind' [DS9]) SEE FILE 70

An arctic environment mimicking the native habitat of the icy planet Argala, one of many biospheres where the Nyrians confined prisoners. (Starship Log: 'Displaced' [VOY]) SEE FILE 71

HIGIAIN A humanoid civilization native to the planet Argratha in

the **Delta Quadrant**. The Argrathi penal system utilized the implanting of artificial incarceration memories in the minds of convicted prisoners. (Starship Log: 'Hard Time' [DS9]) **SEE FILES 18, 43, 70** 

The paranoid Argrathi gave Miles O'Brien false memories of a long imprisonment when they found him guilty of espionage.





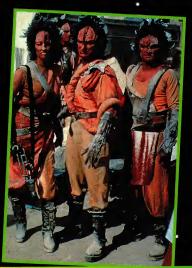


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Your step-by-step guide

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#### Published by GE FABBRI Ltd.

Elme House 133 Long Acre London WC2E 9AW

Produced by Aerospace Publishing Ltd.

179 Dalling Road London W6 0ES

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Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

Creative Director: Stan Morse Managing Editor: Trisha Palmer Art Director: Rob Garrard Senior Editor: Jennifer Cole Editor: Andrew Littlefield Assistant Editor: Tim Leng

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Associate Editors: Ben Robinson, Rebecca Kingsley Colour reproduction by Bright Arts Graphics (S) Pte Ltd Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd

Trade distribution by COMAG (Tel. 01895 444055) PHOTO EDITOR, LOS ANGELES: Larry Nemecek ART EDITOR, LOS ANGELES: Guy Vardaman RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday





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content to war with each other, as well as any alien races with whom they come

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The Kazon are a ferocious species who roam the Delta Quadrant in territorial sects,





#### Kazon Maje

Maje is the title given to the leader of each of the individual Kazon sects.







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'State of Flux' FILE 71 CARD 10



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The long-serving and extremely loyal **Communications Officer Uhura** is often the first point of contact between the **U.S.S. Enterprise NCC-1701** and the <u>myriad alien races it encounters on its travels, be they friendly or hostile.</u>

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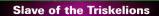
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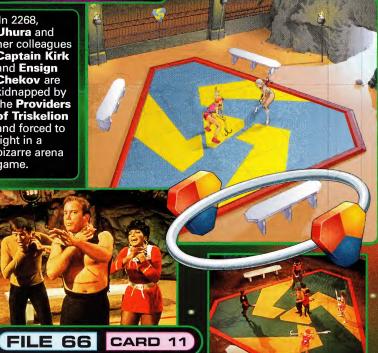
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In 2268, **Uhura** and her colleagues
Captain Kirk
and Ensign
Chekov are
kidnapped by
the Providers
of Triskelion
and forced to
fight in a fight in a bizarre arena game.



**Uhura** has a chance to witness history first hand when she and her colleagues travel back in time to the 1980's.



Insurrection



Starfleet Officer

In 2293, **Uhura** has the unenviable task of informing Captain Kirk of Starfleet's decision to decommission the **U.S.S. Enterprise**.

Uhura's mirror universe counterpart must fight to protect herself from the amorous advances of her male colleagues.



"Hailing frequencies open, captain."

Uhura is not afraid to put her life on the line for Starfleet. She plays an important part in stopping saboteurs from disrupting the Khitomer Peace Conference.



#### **UHURA STARSHIP LOG:** Key Episodes



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FILE 68 CARD 38



FILE 68 CARD 41



FILE 72



FILE 73



FILE 74



FILE 75



FILE 76



FILE 77



#### The Guide to the STAR TREK Galaxy

FILE 18 CARD 132

### GALAXY'S CHILD



A spaceborne creature found in the Alpha Omicron system appears to pose a threat to the U.S.S. Enterprise NCC-1701-D, but after the ship opens fire it transpires that the life form is merely a cautious parent about to give birth. Its orphaned offspring soon adopts the Federation starship as a surrogate mother.

n alien life form Starfleet in the Alpha Omicron system is ideally the vacuum of space. The vast creatures travel between the stars, drawing energy from them.

In many ways, the creatures resemble Earth's undersea flat fish, and in the same way as that creature moves through water, these beings propel themselves through space by undulating their vast bulk. Ridged membranes surround a bulbous main body, tapering back to a thin tail that ends in a cartilaginous ball; swinging the tail from side to side acts as a counterbalance to the huge

body. The beings have no discernible head section, nor obvious sensor organs such as eyes or ears.

#### Massive beings

Unhindered by artificial constraints on their growth, creatures of this race reach a considerable size; a typical adult easily matches the bulk of a Federation Galaxy-class starship, and its body is of a similar length to such a ship's saucer section. Even a newborn creature is vast – as much as 42 million cubic meters and can increase its mass by more than eight percent in a matter of hours through energy absorption.

For all their size, the creatures are relatively delicate. A Starfleet

The creature displays the same green hue as the probing tendrils of energy it emits.



than a probe to satisfy curiosity. phaser operating at its minimum beam setting has fatal consequences for one creature, and the

The creatures possess rather more impressive defensive mechanisms, in the form of an extremely powerful green energy discharge that acts as a natural sensor probe and,

beam is then easily adapted

to cut through its outer skin

in the manner of a scalpel.

The energy appears to be a form of attack rather

an energy dampening field. This discharge contains high levels of radiation, exposure to which would eventually prove fatal for many species. The creatures also have a radiation signature that is traceable over vast distances, and may be resistance to high levels

Alpha

First contact is made in the Alpha Omicron system, where one of the creatures is found in orbit of the seventh planet.

Small patches of different colors flicker softy across the creatures' epidermis, but from a distance they seem to be largely purplish-gray. This coloration alters under certain circumstances; for example, using the green energy probe changes their coloration slightly. The being's color turns almost completely green when it projects a stronger beam of energy discharge.

The creature sends out a burst of green energy that immobilizes the U.S.S. ENTERPRISE

#### LIFE IN THE VOID

The crew of the U.S.S. Enterprise NCC-1701-D are able to chart the course that the dead creature was taking, and this leads them back to an asteroid belt in which they find several similar beings. Scans reveal that the asteroids contain kefnium, a substance present in the creatures' outer shells, and it is therefore surmised that they may have traveled here in order to feed. The asteroid belt also contains high levels of melkinite, a substance that interferes with starship sensors. It is unknown if the creatures use the melkinite as a form of natural camouflage, or if its presence within the asteroids is simply coincidence.



in the asteroid suggesting

Galaxy's Child N/A

Spaceborne

The spaceborne life forms live within the interstellar vacuum, without any need for a planetary atmosphere.

Can feed off external energy sources or the mineral deposits found within asteroids.

The creatures have only a low animal intelligence They are not capable of communication or higher reasoning, and tend to act out of instinct.

STAR TREK: THE NEXT GENERATION 'Galaxy's



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### GALAXY FACTS

- The crew of the U.S.S. Enterprise NCC-1701-D detect the creature on their way to Starbase 313. **Curiosity leads** them to take a closer look.
- Sensor scans do not immediately reveal that the creature is pregnant, as the baby's energy readings are masked by those of its parent.

An infant of the race has been observed changing to a predominantly red color, but what this signifies is uncertain. It may indicate the recent absorption of energy, or a welcoming gesture in friendly encounters. It may also be the case that this shade is only produced by immature members of the species, as no adults have been observed taking on a red hue.

have no internal organs, consisting instead of a mass of plasma energy efficiently contained within a discreet exoskeleton formed from silicates, actinides, and carbonaceous chondrites. An extremely pliable outer shell contains the energy within. It is unknown how energy is stored and utilized, but the creatures can absorb it by attaching themselves to any energy-emitting object and then somehow draining that power. Their primary

OTHER GROUPS

AND RACES

source of nourishment is

also appear to absorb or

ingest minerals such as

kefnium, from which their

outer shells are made. This

is a highly adaptable species,

however; individuals are also

able to attach themselves to

the hulls of passing starships

and drain off energy from

such vessels' power units.

The creatures may seem

asteroids, from which they

#### The Guide to the STAR TREK Galaxy

FILE 18 CARD 132

GALAXY'S CHILD

infant. Once the baby is

survival instinct kicks in,

outside its parent, a natural

causing it to search for the

From birth, the creatures

are able to travel at velocities

in excess of 0.8 light speed,

maneuverability that enables

them to counter the effects

of passing craft that may try

and take evasive action.

closest source of energy.

It will simply identify the

nearest large object as

and possess a natural

its parent.



The U.S.S. ENTERPRISE's phaser beam makes an ideal makeshift scalpel with which to perform a caesarean section.



scans reveal that the creature is a member of a spaceborne race that has never before been encountered by Starfleet. No records of its kind

Sensor



The infant struggles free from inside its dead mother through the hole starship's phasers

newborn creature has a shape similar to that of its parent, but is much smaller and has a smoother skin.

despite the lack of traceable cerebral activity; its initial reaction on encountering an anomalous object, such as a starship for instance, is

to probe it with a green energy beam. The first encounter

between Starfleet and

one of these creatures sadly ends in tragedy The U.S.S. Enterprise NCC-1701-D is caught in an energy beam by such

a life form, and the ship's

attempts to free itself come at the cost of the creature's life. The crew are saddened to learn that the creature was about to give birth, and may have been overdefensive in its attempts to protect its young. It is hoped that the care taken by the crew to return the orphaned infant to more of its own kind, who will be able to care for it, may go some way toward making amends.

#### **Energy containment**

completely alien, but their The creatures appear to reproductive cycle and birth process is very familiar to humanoids. The fetus undergoes a gestation period within an adult, absorbing energy from its 'mother' until it is strong enough to survive independently. It then frees itself from its parent by breaking through their outer shell. This usually occurs naturally, but should the parental unit die before the child is born, an emergency caesarean can be performed to save the life of the unborn

#### Higher reasons

Communication between the creatures takes place via radio signals of variable pitch. The signals appear to operate on an instinctive level rather than being a form of intelligent language; in fact, much of the creatures' behavior could be ascribed to simple instinct. There are some indications that it may operate on a higher level, however,

#### FIRST CONTACT

#### Problem solved

The first humans to encounter these remarkable creatures are the crew of the *U.S.S. Enterprise NCC-1701-D* in 2367. In addition to the regular crew, the ship is at this time playing host to Dr. Leah Brahms, a theoretical propulsion specialist who is responsible for much of the design work on the Enterprise's warp engines. When a newborn creature attaches itself to the Enterprise's hull and begins to feed off the ship's power, it is Brahms who prompts Chief Engineer Geordi La Forge to conceive a

means of repelling it.

Dr. Brahms suggests that, as the creature drains energy, a method should be found of somehow 'souring' its food source. Geordi suggests that as all energy in space vibrates in a specific radiation band, a creature indigenous to this environment might have problems consuming energy set at a different power frequency. The plan is successful, and when the band width is reduced to .02 centimeters, the creature is finally dislodged.

The orphan mistakes the U.S.S. ENTERPRISE for its mother, and attaches itself to the starship's hull.



Leah Brahms and Geordi La Forge work together to find a way of repelling

The first plan depressurizing an airlock covered by the creature - fails.



OTHER GROUPS AND RACES

#### The Guide to the STAR TREK Galaxy

FILE 18 CARD 133

## THE VOTH



OTHER GROUPS AND RACES

The Voth are a highly evolved reptilian species, whose technological brilliance and will to survive is exceeded only by their wilful blindness to the truth of their origin.

he Voth are reptilian humanoids whose worlds and colonies lie in the Delta Quadrant. They are slightly taller than human

beings, and have six clawed, manipulatory digits. Their eyes are protected by heavy brow ridges, which have a central crest rising to a conical protrusion on the back of the skull. This extra cranial area doubtless accounts for the fact that the Voth's brain capacity is 22 percent greater than that of most other mammalian humanoids.

#### Infinite diversity

There is a wide diversity of skin tones and color among the Voth, from green through to various shades of yellow, ocher, and brown. These appear to be individual variations, much like human hair and eye color, rather than traits of racial variations within the species.

Vasodilation – a process in which blood vessels are temporarily enlarged to facilitate a higher rate of blood flow - is used by the Voth as a nonverbal form of communication, somewhat offsetting their lack of facial expression.

The Voth have a far superior sense of smell to most humanoid species, regulated by an olfactory center named the dilitus lobe. In addition to their physical strength, the Voth have a further biological defence: they are able to shoot small quills from orifices on their forearms, which deliver a fast-acting chemical that can render another individual



unconscious. The Voth's favored style of clothing is a tabard-like robe in solid colors, with occasional ornamentation. Male and female Voth appear to have equal responsibilities and Some Voth, however, are far more equal than others.

#### Origin of the species

The Voth's official teachings - the 'Doctrine' maintain that the species evolved in the Delta Quadrant before any other



Minister Odala presides over the Voth Ministry of Elders.

sentient races, thereby justifying the Voth's dominance in the region. The truth is rather different. The origins of the Voth lie with a bipedal dinosaur species - the hadrosaurs that evolved on Earth. The hadrosaurs arose during the Cretaceous period, which took place 130 million years ago. After most dinosaurs on Earth had become extinct, the hadrosaurs continued to evolve, eventually becoming the sentient Voth species that

Professor Gegen's Distant Origin research is a startling and disturbing development for Voth society.

developed spacefaring technology.

Hadrosaurs and humans shared a common ancestor in the primitive amphibian Eryops, an extinct genus of amphibian life forms approximately 400 million years ago. Eryops was the last common link between cold-blooded and warmblooded animals on Earth, and the last common ancestor of humans and the Voth. Even after eons of evolution, humanity and the Voth still share 47 genetic markers, far more than can be accounted for by mere coincidence. After a long and arduous journey, the Voth settled in the Delta Quadrant 20 million years ago, and all memory of their original homeworld has long since been lost.

The ingenuity and

OTHER CARDS

IN THIS FILE...

#### CAPTURED SHIP

#### Held within

The Voth City Ship has the ability to transport entire vessels into its cavernous interior. This allows the Voth to contain, and overpower, any possible threats.



The U.S.S. VOYAGER NCC-74 transported into the VOTH CITY SHIP in 2373, and subsequently boarded.

gracefully able to travel at transwarp is far more advanced starships.

#### Voth

Reptilian humanoids

descended from ancient Earth hadrosaurs. A large proportion of the population live in vast city ships. Presided over by a Ministry of Elders, who have absolute power over not only the actions, but also the thoughts, of their subjects, at least as far as public expression is concerned. Highly advanced ships capable of transwarp velocity. The Voth's dinosaur origins give them an affinity for

humid climates.

'Distant Origin

Star Trek: Voyager

Highly intelligent, and

THE KAZON

**THE VIDIIANS** 

THE GORN 126 THE VAADWAUR

SEE OTHER FILES....

STAR TREK: VOYAGER....File 71

#### GALAXY **FACTS**

- In addition to their city ships, the Voth possess at least four more orthodox planetbased colonies. **Professor Gegen** once made a kevnote address on the fourth colony.
- Non-indigenous life forms have no rights under Voth Doctrine. **Destroying the** Voyager crew would, according to the Ministry of Elders, be morally equivalent to destroying a nest of vermin.

brilliance that the Voth demonstrated on their long odyssey did not desert them once they had found a permanent home. In addition to planetary communities, a large proportion of the population dwells in vast city ships, huge spacefaring colonies measuring approximately 11 kilometers in length. These mighty vessels consolidated the Voth's position as the dominant race within their section. of the Delta Quadrant.

#### Uppressed geniuses

For all their genius, Voth society is far from being a hotbed of creative freedom Professional advancement and an individual's course of endeavor is rigidly

OTHER GROUPS

AND RACES

of Elders oversee these

control over the populace.

Private lives are similarly

that carry the weight of

taboo. With very rare

exceptions, mating

members of certain

families. It is not illegal

for a person to mate

of 'approved' families.

but it is highly unusual.

a certain degree of free

circumscribed by traditions

takes place only between

outside of his or her circle

Distinguished or valuable

individuals may be allowed

Circles, with a strict

hierarchy maintaining

#### The Guide to the STAR TREK Galaxy

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THE VOTH



OTHER GROUPS RND RRCES



The Ministry of controlled by a number of 'Circles,' regulatory bodies Elders hold audiences within their chambers which permit experimentation only speech, but anyone within approved boundaries. Ministries

demonstrating unorthodox views is subjected to rigorous scrutiny, and are held accountable for their actions if they are judged to be too disruptive. References to 'interrogation surgeons' and 'detention colonies' indicate that the penalty for 'disruption' is extreme.

#### Bones of contention

One such victim of orthodoxy is Professor Forra Gegen, a distinguished exobiologist, archeologist, and molecular paleontologist, who, in 2363, hypothesizes that his people may have evolved



Gegen challenges everything that the Voth regard as sacred.

on a distant planet and migrated to the Delta Quadrant. Gegen develops this theory over the subsequent decade, and in 2373 he uncovers strong evidence with the discovery, on Hanon IV, of the remains of a human being from the Alpha Quadrant.

Assisted by his associate of six years, Tova Veer, Gegen presents his findings to the Ministry of Elders. His discoveries are greeted with scorn and outrage. Gegen is censured for challenging Doctrine and ridiculed for asserting that the Voth could have an ancestry with inferior

Minister Odala ultimately decides what does and does not fall within the boundaries of the Voth's everimportant Doctrine





Professor Gegen and Tova Veer follow up the U.S.S. VOYAGER's visit to the NEKRIT SUPPLY DEPOT.

mammals; he is urged to discontinue his research. Undaunted, Gegen proceeds with his investigations aided only by Veer, and the two eventually manage to track down the U.S.S. Voyager NCC-74656.

Even the compelling evidence of a ship full of mammalian life forms is disregarded by the Ministry of Elders, however, and **Chief Minister Odala** exploits the friendship that Gegen has formed with Commander Chakotay to secure his compliance. Veer is intimidated into denying his belief in the Distant Origin theory, and Gegen's followers also remain silent; even Gegen's own daughter, Frola, begs him to abandon his vision. He stands alone against the Ministry of Elders, faced with the threat of the destruction of Voyager.

Gegen publicly repudiates his theory, stating that he is mistaken in his views, and accepts the Ministry of Elder's reassessment of his abilities. The Ministry decides that he will be more useful in a different scientific field, such as metallurgical analysis. Gegen suspects it will be an undistinguished career, but is content to have escaped with his life, and the promise that Voyager will be allowed to go on its way unharmed.

#### DISPUTED DISCOVERY

#### The distant origin theory

Professor Gegen's theory, which causes such contention amongst the Voth ministers, is that the Voth evolved far away from the Delta Quadrant, and traveled there millions of years ago. This directly contravenes the official Voth Doctrine, which states that the Voth were the first, and indeed only, intelligent species to arise in their region.

Official Doctrine notwithstanding, Professor Gegen is correct; the Voth evolved from ancient Earth hadrosaurs, on an isolated land mass that was later destroyed. They developed spacefaring technology, and fled from the catastrophic climatic changes that were making Earth inhospitable to their species. In a courageous odyssey across the Galaxy, they faced untold hardships to find a safe haven in the Delta Quadrant.

Sadly, the narrow-mindedness of the Voth administration means that the true heroism and brilliance of their ancestors may never become known.



Gegen and Veer discover the remains of Crewman was killed on Hogan, who was I Hanon IV in 2373.





From the remains that he discovers, Gegen is able to extrapolate an image of a human being.



Chakotay gives Gegen a model of Earth after the theory is dismissed.

#### FILE 19 A Guide to FEDERATION STARFLEET

STARFLEET ACADEMY

COMBAT TACTICS

#### THE RIKER MANEUVER

#### Situation:

The U.S.S. Enterprise NCC-1701-E must contact Starfleet Command to inform the admiralty of the situation on the Ba'ku colony world.

#### Factors:

- The U.S.S. Enterprise must traverse the hazardous Briar Patch before communications contact can be established.
- · Son'a Battleships are in hot pursuit and are capable of outrunning the Enterprise.
- The Enterprise's shields will not withstand another torpedo hit.

nommander William Riker finds himself in

a difficult position in 2375, during a hostile

Uencounter with superior Son'a forces in the

hazardous Briar Patch. His quick thinking and

imaginative stand against two Son'a Battle-

ships prevents the destruction of the U.S.S.

Enterprise NCC-1701-E and leaves the crew

with only minor injuries. This spirited defense,

which involves venting volatile metreon gas

immediately dubbed "The Riker Maneuver"

through the Enterprise's warp nacelles, is

by Chief Engineer Geordi La Forge.

#### Courses open:

- 1. Continue to run and hope the U.S.S. Enterprise clears the Brian Patch in time.
- 2. Surrender and leave the Ba'ku to the mercy of the Son'a.
- 3. Attempt to fight back.

 Lure the Son'a into a region of volatile metreon gases. Firing their ships' weapons will ignite the gas. Therefore, the Son'a cannot fire at the U.S.S. Enterprise without risking severe damage to themselves.



Commander Riker takes the U.S.S. ENTERPRISE NCC-1701-E into the volatile metreon gases of the Briar Patch.



The starship collects the gas as it flies through the nebula and then expels it through the Bussard ramscoops.

#### STARSHIP FACTS

The U.S.S. Enterprise NCC-1701-E undertakes the Riker Maneuver using impulse power only. Shortly before, the Son'a initiate a subspace tear that is attracted to the Starfleet ship's warp core; the tear is ripped open further as the Enterprise tries to move away from it, forcing the ship to eject its core in order to escape.



The Son'a torpedoes ignite the gas and immediately explode, causing severe damage to the Son'a vessels. When one of the SON'A BATTLESHIPS fires a torpedo at the U.S.S. ENTERPRISE, the device hits the expanding cloud of metreon gas. This causes an immediate and devastating explosion that engulfs and completely destroys the BATTLESHIP. Debris from the vessel smashes into the ship behind, causing it extensive damage. Commander Riker pilots the ship manually during this delicate maneuver.





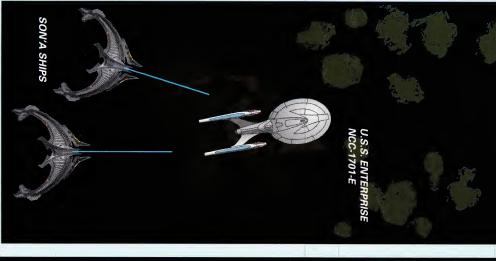


# STEP 四个 STEP

action available to him. He is both skilled and lucky enough to be successful, and his brave actions save the Ba'ku colony world from ecological devastation. Commander William Riker follows in the tradition of many Starfleet commanders in that he is prepared to take a calculated risk if he feels it is the only course of

## 1: INTO THE BRIAR PATCH

The U.S.S. ENTERPRISE NCC-1701-E enters the Briar Patch, but it is still 36 minutes from transmission range. The ship will be destroyed if it is hit by another Son'a weapon.



Continual bombardment from **Son'a Battleships** reduces the **Enterprise**'s shields to 60 percent. **Commander Riker** decides to take the vessel into a nebula containing pockets of unstable **metreon** gas to avoid the **photon torpedo** bombardment.

Riker orders Main Engineering to collect as much metreon gas as possible through the Enterprise's warp nacelle ramscoops. He plans to release the gas behind the Sovereign-class ship, directly into the path of the two Son'a vessels.

## METREON COLLECTION

The U.S.S. ENTERPRISE draws in the metreon gas that is present in the Briar Patch through the Bussard ramscoops at the front of the ship's warp nacelles.



The SON'A BATTLESHIPS continue their pursuit, oblivious to the danger that surrounds them.

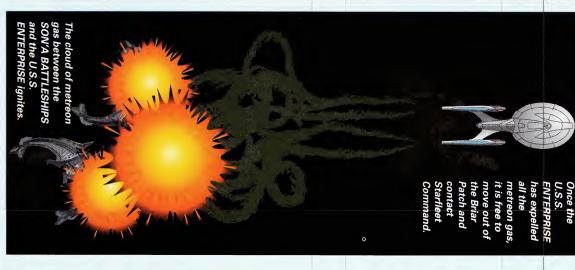
# COLLECTION 3: GAS EXPELLED

The metron gas vented from the ramscoops forms a cloud between the U.S.S.
ENTERPRISE and the pursuing enemy vessels.

One of the SON'A BATTLESHIPS fires at the U.S.S.
ENTERPRISE through the cloud of metreon gas.

The **Enterprise**'s storage cells reach full capacity. **Commander Riker** orders the **ramscoops** released; the issued **metreon gas** pours out of the rear of the **warp nacelles** and produces a thick concentration directly in front of the **Son'a** vessels.

## ny world trom ecological devast



The lead **Son'a** ship fires a torpedo at the **Enterprise**, but the device hits the expanding gas cloud and causes an immediate and devastating explosion which engulfs and completely destroys the closest Son'a vessel.

## Turei Vessel

The Turei's ships are a valuable asset in the race's efforts to keep the subspace corridors, formerly used by the Vaadwaur, a resource solely for their own use.

he Turei are a technologically advanced humanoid race who travel the Delta Quadrant via the Vaadwaur Corridor network. *Turei vessels* have the ability to enter and exit these subspace corridors at will by manipulating their shield harmonics, allowing their crews to travel great distances much faster than is possible in normal space. Fiercely protective of the corridors, the Turei vessels police what the race claim to be their 'underspace,' and are able to remove other ships by using a resonance pulse to alter the harmonics of a target vessel's shields, pushing it out of the corridors. The crew of the U.S.S. Voyager NCC-74656 encounter the Turei in 2376, after accidentally entering a Vaadwaur Corridor, and witness these formidable ships at first hand.

Powerful ships

Smaller than an Intrepid-class Starfleet vessel, Turei ships possess extremely powerful weapons and propulsion systems. Turei captains control the ship from a main bridge, which is equipped with audiovisual communications equipment to allow contact with other vessels. One of the captain's orders appears to be the forced removal of data on the corridors from unauthorized vessels, thereby maintaining their control over this hugely influential resource.

Viewed from the front, Turei ships have a roughly oval-shaped cross-section, consisting of an integrated hull design which is wider and thicker at the stern, tapering down to an angled point at the bow. The stern has a flat trailing edge, forming a recess underheath which are housed the exhaust ports for the twin engines. Two curved pods form the exterior housing for the engines, with a rearward-facing cutaway section that glows blue when they are active. The hull flares out to form a narrow wing on either side of the engine housings, constituting the widest part of the ship. The upper part of the rear hull has a louvered triangular section that runs from the trailing edge at its widest point, to a narrow ledge at the top of the vessel, connecting to a narrow flat upper spine which runs the length of the ship. The upper surface of the hull is curved, with a series of raised oval pods breaking the otherwise flat surface. Each pod glows with the same blue as the engines.

The bow has a similar flat leading edge to that on the stern, and features a series of white illuminated sections. The upper surface of the bow gently curves down to the prow; the underside has a pronounced pod containing the plasma charge weapons system. The hull is constructed from a number of dark gray

sectional plates, some of which are completely smooth, while others have a grain similar to leather; there are also several exposed areas on

Turei ships are very fast, and their high degree of maneuverability makes it very difficult to get a phaser lock on the ship during combat. The Turei's plasma weapon is as effective in battling other vessels as it is during the orbital bombardment of a world, and one direct hit is sufficient to take Voyager's warp drive offline and reduce shield strength to 82 percent. They do, however, require more time to recharge their weapons than Starfleet vessels.

**Destructive Weadonru** 

One further weakness in the Turei design is with the ship's shields. During the fight with Voyager, a direct hit from a photon torpedo renders the shields useless, takes the propulsion system offline, and leaves the vessel open to attack. Turei vessels also cannot withstand high levels of radiogenic particles anything above 6000 isorems will force the ship to withdraw and await the target vessel's eventual emergence from the irradiated region. Radiogenic interference may also disrupt the targeting systems of Turei ships, yet their systems are extremely adaptable, and by firing a number of plasma charges, alterations can be made to reduce the error.



TUREI VESSEL often wait for conflict. Their plasma weapons are particularly powerful, but require a long recharge period.

The TUREI VESSELS all appear to possess two-way audiovisual to allow contact with other starships.





A TUREI VESSEL has the power to push the U.S.S. **VOYAGER** out of a subspace corridor.

The TUREI VESSELS encountered by the crew of the U.S.S. VOYAGER NCC-74656 in 2376 have a distinctive appearance, and feature an integrated hull design. This means that there are no external warp nacelles, such as those featured on Starfleet vessels; instead, all such systems are contained within a streamlined hull.



# Turei Vessel

The Turei's vessels present a serious threat to the U.S.S. Voyager NCC-74656.

thanks to an array of powerful weapons and their deployment in large squadrons.

## STARBOARD VIEW

The main bridge of the TUREI VESSEL is located in the forward section of the ship.

## TUREI VESSE

First recorded: 2376

Turei Vessel

Remarks:

The Turei Vessels are perfectly adapted to traveling through the Vaadwaur

Subspace

## FORE VIEW

A series of raised pods are located across the hull of the Turei vessel; they glow with the same blue luminescence as the engines pods.

The hull configuration creates the effect of two short wings on either side of the ship.

The warp engines of the TURE! VESSELS are contained within raised pods that glow with a blue luminescence when they are active.

The TUREI VESSEL's hull is constructed from a dark alloy. Some of the hull plates appear to be smooth, while others have a rougher surface.

0

DORSA

VIEW

1

The devastating plasma weapons employed aboard TURE! VESSELS are fired from weapons ports on either side of the ship.

he day after

to soak up some sun.

There, she met a man

sand and accidentally

carrying three lemonades,

who burnt his feet on the

kicked some over her. This

Benjamin Sisko. He was a

young Starfleet Academy graduate awaiting his first

posting, and he was very

Jennifer. She refused to

accept a drink from this

stranger, and avoided his

playful attentions, but an

undeniable attraction

existed between them.

her to watch out for junior

Starfleet officers, but the

young woman could not

resist Ben's offer to cook

dinner for her. They were

Sisko shared a gloriously

happy marriage with Ben,

married at some point over

the next two years. Jennifer

Jennifer's mother warned

taken with the lovely

was her future husband,

Jennifer Sisko

attended the party

of someone called

Beach, Long Island,

George in 2353, she relaxed on Gilgo OTHER CARDS

IN THIS FILE...

SEE OTHER

STARFLEET PERSONNEL.....File 43

DEEP SPACE NINE......

15 JAKE SISKO **16 KASIDY YATES** 39 JOSEPH SISKO

FILE 44 NON-STARFLEET HUMANS

decided to have children

married; Jennifer surprised

family on a starship is not

considered ideal by many.

decorating a perfect nursery

for her child, complete with a starscape ceiling.

Jake Sisko was born

in 2355. Jennifer expertly

juggled family life with her

vocation as a scientist -

though it is likely that her

husband helped by doing much of the cooking. She

loved her son very much,

smile. He remembers her

with absolute love years

later. Jennifer even taught

of the family's holidays, a

camping trip to Itamish III.

Jennifer's own work was

inevitably tailored around

her husband's Starfleet

postings. She lived with

him on the lunar colony

of New Berlin for a time,

her son to water-ski on one

always listening to his

problems with a warm

soon after they were

her husband with her eagerness, as raising a

She invested time in

The perfect family

## Jennifer Sisko

Jennifer Sisko is a bright, compassionate woman who brings great joy to her husband Benjamin and son Jake. She dies in 2367, but lives on in the fond memories of her family as well as in the savage mirror universe.

PROFILE ON JENNIFER SISKO

**HAME:** Jennifer Sisko

**STATUS:** Deceased

MARITAL STATUS: Married to Starfleet officer Benjamin Sisko at the time of

CHILDHEN: Jake Sisko — aged 11 when

FIRST SEEK 'Emissary' [DS9]

when the **Borg** invade Federation space. The ship ioins the Starfleet armada at Jennifer goes on living. She Wolf 359, but is disabled in a devastating assault. Jennifer is trapped in their quarters by falling girders, and is already dead when the distraught Benjamin tries to free her. Her death leaves a heavy weight on her husband and son as they mourn the woman

they loved so much.

Jennifer Sisko is a warm and caring

husband Benjamin, and their young son, Jake. Her death leaves a void in Sisko's

In a sense, however, exists in the parallel reality known to Starfleet as the mirror universe, where her career as a scientist gains considerable momentum. The Terrans are an underclass in this universe, but Jennifer hails from one of the few privileged Terran families that collaborate with the tyrannical Alliance. This does not mean she has

LIFE FORM: Human female

her death in 2366.

his mother dies.

**REMARKS:** Jennifer is tragically killed aboard the U.S.S. Saratoga NCC-31911 during the conflict with the Borg at the Battle of Wolf 359.

Hudson, the wife of Commander Calvin Hudson. The two couples spent a lot of time together, enjoying festivities such as the beer-and-sausage-laden mazurka festival.

A great loss

In 2366, Jennifer is stationed with her husband aboard the U.S.S. Saratoga NCC-31911

Jennifer meets Benjamin on Gilgo

Beach, where he

offers her lemonade.

THE LOSS OF A LOVED ONE ★ First meeting

where she became good and her mother came to friends with Gretchen adore him. The couple

★ Happy family

Benjamin and Jennifer Sisko make the perfect couple. They are dedicated to their son, and to each other, until her tragic death.



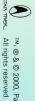
🔭 Traqedy Jennifer is killed during the Borg attack at Wolf 359.

#### 🔭 Painful parting

Commander Sisko is consumed with grief as he flees the U.S.S. SARATOGA NCC-31911 aboard an escape pod.







## Jennifer Sisko

led a happy life, however, and she laments that no one has ever really cared about her.

#### Reflection

There are many similarities between the two Jennifers; Professor Sisko even married a man named Benjamin, but their unhappy marriage ended when this brash womanizer left her. She looks and sounds exactly like her counterpart, and Jake Sisko transfers his affections to the mirror Jennifer almost as soon as they meet. He feels as if he is talking to his mother, telling her everything that has happened in the nine years since she died.

This Jennifer is also an ardent humanitarian, and this leads her to work with the Alliance to undermine the Terran Rebellion. She insists the killing must stop. and uses her scientific skills to develop a transpectral sensor array that will allow the Alliance to locate resistance bases. She is persuaded to change her allegiance by a meeting with the Benjamin

Sisko from the primary universe. whom she quickly realizes is not her husband.

There is enough of his deceased wife in her mirror universe counterpart to stir Sisko's heart, and there is an undeniable connection between the two.

#### For the rebels

This Jennifer is much more manipulative, however; in 2372, she crosses over to the primary universe with a plan to bring Jake back to her universe, forcing his father to follow, and giving the rebellion much-needed assistance with their version of the U.S.S. Defiant NX-74205. Her actions may, however, simply reflect the more desperate circumstances in which she is forced to live. Jennifer returns Jake's affection, seeing in him the son she will never have. She makes the ultimate sacrifice for him - giving her life to shield him from a disruptor blast. Jennifer Sisko dies a second time, this time with two people who love her by her side.

#### "She was the kindest, most caring person I ever knew "



#### \star Dead again

The mirror universe Jennifer dies when she offers her life to save Jake from Intendant Kira's disruptor.



🖈 Reunited

Jake is overjoyed to meet the

#### SARAH SISKO

#### Prophet in love

The other significant woman in Benjamin Sisko's past is Sarah, whom his father Joseph met in New Orleans' Jackson Square in June of 2331. Joseph considered her the most beautiful woman he had ever met, and they were married two months later. Sarah gave birth to a child, Benjamin, but two days after the boy's first birthday she left



#### Distant memoru

Sarah enjoyed a relationship with Joseph Sisko while possessed by a Prophet.

him and Joseph. Sarah was not in control of her own destiny; one of the beings known as the wormhole aliens, or the Bajoran Prophets, shared her existence for a time. Its purpose was to ensure that Benjamin, the future Emissary of the Prophets, was born. Sarah left her husband when the being departed. Some years later, Joseph tracked Sarah to Australia, where he discovered that she had died in a hovercraft accident. Joseph let Benjamin believe that his new wife was the boy's

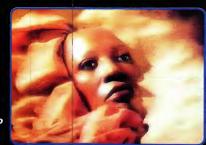
Sarah left behind a locket inscribed with ancient Bajoran text, which her son uses in 2375 to track the wormhole alien to Tyree. The Prophet is buried beneath the sand, contained in the long-lost Orb of the Prophets. Sisko releases the Prophet, which returns to the Celestial Temple and expels the evil Kosst Amoian.

The Sarah Prophet retains a fondness for Sisko, and over the next year appears to him in a number of visions. On one occasion, it warns him that the path he walks is a difficult one, and he cannot share it with his intended wife, Kasidy Yates. The Prophet is gentle with Ben, and she calls him Benjamin rather than "the Sisko." Its final appearance comes

after Sisko has trapped the Pah-wraiths in the Fire Caves of Bajor and joined the Prophets, telling the Emissary that he can now rest.



Sarah's image returns during the final months of the Dominion War.



#### FILE 43 STARFLEET PERSONNEL

## Captain Braxton

In his role as captain of the 29th-century Federation Timeships Aeon and Relativity, Captain Braxton has to first endure a 30-year exile in Earth's past and then deal with the subsequent

psychological ramifications.

aptain Braxton's first fateful encounter with the U.S.S. Voyager **NCC-74656** comes in 2373. He is captain and sole crew member of the Federation Timeship Aeon, originating in the 29th century. His mission, as directed by the **Temporal Integrity** Commission, is to travel back in time to the Delta Quadrant and destroy the isolated Federation starship. Braxton is a seasoned temporal operative: despite the gravity of his assignment, he is authoritative and single-minded in pursuing

disruptor. When Voyager resists, Braxton calmly informs Captain Kathryn Janeway that she must lower shields

it. He refuses to answer

arriving in the 24th century

(via an artificially-generated

distortion in the spacetime

action is to open fire on his

quarry with a subatomic

continuum) and his first

Voyager's hails upon

and allow her ship to be destroyed in order to safeguard the future. Debris from Voyager's hull was found in a cataclysmic explosion in his century, and the only way to prevent the chain of events is to destroy the vessel. Braxton's instructions are imperious and abrupt, and he clearly expects to be obeyed without question. He reckons without Janeway's tenacity, however, and both the disabled Aeon and Voyager are pulled into the temporal rift, ending up in Earth's solar system in the 20th century.

#### Years in hell

For Captain Braxton, this is the beginning of a waking nightmare. The Aeon arrives 29 years ahead of Voyager, in 1967, and crashes in the High Sierra mountain range in North America. The captain manages an emergency beam out, but one Henry Starling witnesses the crash and locates the Aeon before Braxton. Starling uses the technology he

#### PROFILE OF A TIME TRAVELER

IAME Braxton LIFE FORM: Human male FORMER STATUS: Captain of the Federation Timeship Aeon and the U.S.S. Relativity NCV-474439-G. CURRENT STATUS: Retired, and undergoing rehabilitation. Braxton blames Captain Kathrun Janeway of the U.S.S. Voyager NCC-74656 for his troubles.

FIRST SEEN. 'Future's End' Part I [VOY]

FILES... SPACE PHENOMENA .....File 5 **OTHER FEDERATION STARSHIPS** (APPENDIX).....File 31 NON-STARFLEET HUMANS.File 44 STAR TREK: VOYAGER.....File 71

Captain Braxton appears to be an exemplary commanding officer.

His hatred of Captain Kathryn Janeway becomes an all-consuming obsession, however, and eventually leads to the end of his 29th-century Starfleet career.

discovers to build an electronics empire that is responsible for every computer advance of the late-20th century, but Braxton has no such luck. Lost and out of his depth in a world of "post-industrial barbarians," he is forced to eke out a living as a beggar on the streets of Los Angeles.

Braxton tries to get close

to Starling, but the one-time hippy becomes too rich and powerful, and the captain is unable to recover his vessel. The captain's sad circumstances are discovered when Voyager finally arrives through the rift, in the year 1996.

#### Downfall

Braxton initially believes Janeway and Commander Chakotay to be social workers, and refuses to answer their questions, but

🔭 in command

on closer inspection of the newcomers, memories of the events leading up to his downfall come flooding back. He blames Janeway squarely for what has happened to him. Braxton nevertheless passes on a hand-drawn 'schematic' of the chronometric data from the Aeon's sensors, but rants that it is too late - his Timeship has been stolen, and he believes Starling will attempt to pilot it into the future without recalibrating

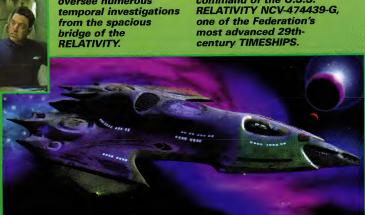
#### 🔭 Timeship

Braxton is later assigned command of the U.S.S. RELATIVITY NCV-474439-G, one of the Federation's most advanced 29th-century TIMESHIPS.

#### TIME TRIALS







★ Caught in the act A future version of Braxton is caught installing a temporal disruptor aboard the U.S.S. VOYAGER NCC-74656.





#### ★ Recruitment

Braxton and Ducane recruit Seven of Nine to aid their capture of a temporal terrorist unaware that Braxton is the perpetrator.



Braxton attempts to escape from Seven of Nine by fleeing through several



#### ★ Escape

different periods in VOYAGER's history.

#### 'We have a saying in our line of work there's no time like the past." - Captain Braxton

the temporal matrix. The cycle will be complete, and the explosion that destroys Earth's solar system will take place.

#### Dazed and confused

The refugee seems just as concerned, however, with the fact that scavengers have taken items of trash from his stockpile. His attention lapses and he cannot focus on the vital issue at hand, forcing Janeway and Chakotay to leave him to the attentions of two LA police officers who pass by, rather than risk getting involved and not being able to complete their mission. The Voyager crew are successful in preventing Starling's journey and the correct timeline is restored. Reinstated as captain of the Aeon, Braxton appears once more on Voyager's viewscreen, explaining that the Temporal Integrity Commission detected the starship's temporal displacement, and he has been sent to return them to the 24th century. He is

unworried by the idea that he might have lived on 20th-century Earth, or encountered Voyager and its crew before; he simply never experienced that timeline.

Braxton's problems, however, are not over. He ultimately retains a full awareness of the three decades he spent stranded on Earth - perhaps because his alternate selves have been reintegrated, as per T.I.C. policy, or perhaps because the timeline was not fully corrected. The 29thcentury mobile emitter given to Voyager's Emergency Medical Hologram by Henry Starling does not disappear, supporting this theory. Whatever the situation, Braxton undergoes extensive rehabilitation before he is allowed to return to duty. At some later point, he is assigned as captain of the larger and more advanced Federation Timeship U.S.S. Relativity NCV-474439-G. Despite his past difficulties, he is obviously a respected commanding officer,

and his crew trust his instincts.

One of Braxton's missions aboard the Relativity brings him into contact with Janeway once again: he must locate a saboteur who places a temporal disruptor aboard Voyager, causing its destruction. To this end, Braxton recruits the ex-Borg drone Seven of Nine, as her ocular implant can detect disruptions in spacetime, and she is familiar with Voyager and its crew. He sends her to various temporal destinations, including the Utopia Planitia Fleet Yards, just prior to Voyager's launch in 2371, and during a Kazon attack on the vessel in 2372. Braxton is still single-minded, and continues to take risks - he insists on bringing Seven of Nine out of time again after she has died twice before, even though this may

#### The Janeway factor

result in temporal psychosis.

Braxton is obsessed by what he calls the 'Janeway factor'. She has been responsible for three major temporal paradoxes, and each time he has had to repair the damage. He believes she is reckless and has



#### ★ Captured

Braxton's past self is eventually arrested for the crimes that he will commit in the future.



#### 🖈 Recognition

Captain Janeway apprehends Braxton in 2375, and remembers him from their past encounters.

no regard for the integrity of the timeline, sticking her nose where it does not belong. The extent of the bitterness he harbors only becomes apparent with the revelation of the saboteur's identity: a future version of Braxton himself. This haggard figure, suffering from temporal psychosis, tells himself that the circumstances of his life will change over the course of the next few years; he will be sent into rehabilitation and forced to retire.

#### **FUTURE CRIMES**

The only way to avoid this fate is to obliterate Voyager from the timeline. This insane Braxton leads Seven of Nine on a chase through time, as he timeshifts from 2372 back to the Utopia Planitia Fleet Yards, then forward to Voyager in 2375. His vendetta is eventually frustrated by the combined efforts of Seven of Nine and Captain Janeway, who are directed by the Relativity crew. Braxton's past self is also arrested on the Relativity bridge by his first officer - for crimes he will commit in the future. Braxton is subdued and penitent when beamed to the Relativity, to some extent a broken man. The first officer, Ducane, assures Janeway that all of the Braxtons will be reintegrated in time for the trial, but it remains a sad fate for a competent and loyal officer, who has succumbed to the dangers inherent in working with time.

#### DOWN AND OUT

Braxton's appearance deteriorates over the years, along with his mental state. His hair grows wild and unkempt, and he wears filthy rags. His life consists of pushing a trolley laden with garbage, and picking through trash cans, muttering uneasily to himself. He is well known to the authorities of the time, whom he describes as "quasi-Cardassian totalitarians." His ravings have led to him at one point being institutionalized and pumped full of drugs.



#### Dishevelled

Braxton is almost unrecognizable as the smart officer he was 29 vears ago.



Braxton shows Janeway and Chakotay a sketch of the AEON's chronometric data.



#### The end is nigh

Braxton pins up signs that predict the end of the world - the disaster he was to avert.



ILE 66 SPECIAL FACILITIES

## Cardassian PADD & Uplink Unit

The Cardassian Union is a technologically advanced civilization that uses many devices already familiar to Federation citizens, who have access to similar Starfleet equipment. Two such examples are the Cardassian PADD and Cardassian uplink unit.

he PADD (Personal Access Display Device) is not only used by members of the **United Federation of** Planets and Starfleet personnel. Access to a portable lightweight unit that can be used to obtain and input information through an easily readable display is just as important to other races possessing advanced data storage and retrieval facilities. The Starfleet PADD is used to access data, record observations, and report on events - rather than to actively gather information - and the Cardassian version of the device is very similar in function, if not in appearance. The Cardassians are a

martial race, and this militaristic regime is reflected in their design philosophy; the look of their PADDs is no exception. Modern Starfleet PADDs are slimline units made of a resilient lightweight alloy, whereas Cardassian PADDs are slightly bulkier, more angular, and designed for use in the field as well as for routine non-military activities.

#### Tough exterior

Cardassian PADDs are constructed out of a heavy-duty bronze-colored alloy, which creates an extremely tough outer casing for the complex interior mechanism. PADDs are designed to be handled roughly; in common with Starfleet PADDs, they may be tossed down

onto the top of a console or casually thrown from one person to another without sustaining damage. The information they contain can take many forms, from personnel lists previously downloaded from a data port, to visual computer animations of tactical displays.

The shape of Cardassian PADDs differs from the uniform rectangular shape utilized by both **Starfleet Command** and **Starfleet Medical**, having a slightly tapered profile that makes it easier to hold the unit in one hand. Approximately 30 millimeters thick and 200 millimeters in length, the narrowest part of the PADD is at its base, which has a rectangular slot built



PADDs are frequently used to pass information between members of the Cardassian military.



Elim Garak still favors a Cardassian PADD during his years of exile on DEEP SPACE NINE.

#### CARDASSIAN PADD

Construction The outer casing of Cardassian PADDs is constructed from rodinium boronate, which protects their inner workings. The isolinear processors and type-2 memory rods contained within the units hold just over 12 kiloquads of information. The PADDs can be operated manually and also respond to voice activation.

The Cardassian PADD screen uses gas-field suspension technology, and can display some holostereo data as well as two-dimensional images.

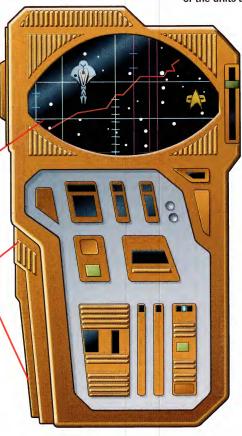
Isolinear processors and memory chips fit into the outer casing via easily accessible slots in the left-hand side of the device. Different chips can be fitted depending on the situation.

are powered by liquid isotolinium ampules that provide 29.3 hours of continuous operation. The units can easily be modified to take standard Starfleet sarium-krellide power cells.

#### FRONT VIEW

Cardassian symbols on the rear of the units aid identification.







#### Cardassian PADD & Uplink Unit

into it. The front of the PADD has two angled ridges running along the left-hand side, which may aid identification in poorly lit conditions. The right lower side of the unit is smooth and straight up to its connection point, with the upper third of the unit comprising an enlarged display screen housing.

#### Touch-sensitive controls

A number of buttons of varying sizes and shapes are built into the front of the PADD's light-gray framework. Manipulation of these buttons can call up the data on the typically Cardassian oval displayscreen, which is located at the top of the unit. The data can then be configured in many different forms, depending on the information to be relayed, and the entire PADD can be used for inputting information, or reviewing previously stored data. Cardassian culture is rich, so it is very likely that, as with those of Starfleet, Cardassian PADDs have various recreational uses.

The rear face of the PADD differs according to the configuration of individual units, but is typically made up of a smooth-faced lower section that provides a more



Kira points the small Cardassian uplink unit at the perimeter forcefield. Once it is deactivated, her colleague Chief Miles O'Brien is free to enter the camp.

comfortable grip for the user and a more stable base when the PADD is not being used. A large, circular Cardassian identification symbol is clearly marked on the bottom third of the PADD, aiding in the identification of the unit by its user. The upper section, which forms the rear of the viewscreen housing, may consist of a number of darkened rectangular angled panels, on which are displayed further Cardassian icons. Some units have reflective illuminated vertical strips to either side of these darkened panels, which glow when



Major Kira searches a disabled guard at the Hutet Labor Camp on Cardassia IV for his uplink unit. which will allow her to disable the forcefield surrounding the camp.

the PADD is active. Users can manipulate the device with both hands to speed up the access to and inputting of information; such PADDs are fully integrated with all Cardassian systems to maximize the efficient uploading and downloading of data as and when required.

The flexible approach used in the programming of PADDs for specific functions extends to other Cardassian handheld systems, in particular the widely used but much simpler Cardassian uplink unit. The uplink unit is used extensively

by the militia for a variety of purposes, and a number of variations exist around the same common design, sometimes colored differently.

The uplink unit is a very small and compact device that can be stored in a pocket or belt until it is required for use. Many are constructed from the same bronzecolored alloy as the PADD, although there are variations to this. Its primary function is the emission of encrypted electronic codes, which makes it ideal for use in high-security areas, such as prison camps, where it may be employed to activate and deactivate parts of forcefield perimeter fences in order to allow access into and out of the camp. The device can be used by any person who knows how to operate its programmed systems, suggesting there are no security measures built into the unit to prevent unauthorized use.

#### Distinctive shape

The narrow profile of the uplink unit makes it easy to store, while its distinctive shape means it can be correctly oriented by touch. The sides of the unit consist of two curved sections which taper to points at the front of the device, creating a rudimentary sight for the user. An emitter is situated between these two curved prongs, with a square blue-colored activation button positioned directly above the emitter unit. Two forward-facing chevrons are located directly behind the activation button, which emits an electronic sound when it is depressed. The rear of the unit is angled outward and connects to the widest parts of the curved sides, on which are located a series of raised rectangular sections. These create a non-slip surface for the operative, again aiding in its correct orientation during use.



"She says she's been here ... '14 seasons' ... and in that time, she's seen many ships come down ... but she's never seen one go back

- The Doctor, referring to Noss

#### STAR TREK: VOYAGER

## · 'Gravity'

An away team from the U.S.S. Voyager NCC-74656 crashland on a planet that exists within a subspace pocket, where time passes far more quickly than it does in normal space. Tuvok is befriended by Noss, a young woman also trapped on this harsh desert world.

uvok and Tom Paris become stranded on an arid desert planet when their shuttlecraft crashes. They meet a woman called **Noss**, who overcomes the language barrier to aid in their survival. All signals for help are deflected straight back, and it is ascertained that the planet and its system exist in a subspace gravity well. Noss's crashed vessel maintains a forcefield, and is better equipped to repel attacks from scavengers. The **Doctor** is also aboard the shuttlecraft, and when reactivated his unimpaired universal translator is able to initiate communication with Noss.

#### Loving the Vulcan

Noss is glad of the new company. particularly Tuvok. With little chance of rescue, Tom is puzzled at Tuvok's loyalty to his wife, since he obviously cares for Noss. Tuvok recalls his youth, when he railed against the repression of emotions. He had fallen for a classmate, and was sent to a monastery where he was taught that love is the most dangerous of all emotions.

Aboard the U.S.S. Voyager NCC-74656, only one hour has passed since the search for the shuttlecraft began. A vessel under the control of Supervisor Yost arrives, and he reveals his intention to seal the subspace rift within 24 hours. Voyager launches a multi-spatial probe which reveals that the temporal rift is on the verge of a collapse that will crush everything within it. It is theorized that the probe can function as a communications and transporter relay.

There is time for only one transport before Yost seals the rift, and Tuvok and Paris need to be within two meters of their distress beacon. They are targeted by scavengers, however, and given the time difference, they have to be repelled for some two days. Noss is almost killed repairing a forcefield generator, but survives to join the away team as they are beamed to Voyager. Before Noss returns to her home planet, Tuvok carries out a mind-meld that helps Noss understand his

#### TARSHIP FACTS

Noss has survived on the planet by eating spider-like creatures that she lures using an electromagnetic device.

#### ON SCREEN...



A shuttlecraft carrying Tom Paris, Tuvok, and the Doctor crashlands on a desert planet. The shuttle is found by Noss, who has been stranded on this world for 14 seasons.



Noss is grateful for the company that the away team offers, and is particularly interested in Tuvok. He is unwilling to reciprocate her romantic feelings, however.



Tuvok relates to Paris his experiences at a Vulcan monastery during his youth, in an attempt to show why he will not succumb to Noss's offer of companionship.



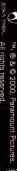
Aboard the U.S.S. VOYAGER NCC-74656, Captain Janeway learns that Supervisor Yost plans to seal the rift. This will strand the away team on the planet permanently.



Tuvok saves Noss after she is attacked by scavengers while trying to repair a forcefield generator. The away team nave to hold the aliens at bay until they are rescued.



The away team, along with Noss, transported to the safety of VOYAGER as their defenses are broken down by the relentless efforts of the scavengers.



## 'Bliss'

An encounter with an immense spaceborne life form spells doom for the crew of the U.S.S. Voyager NCC-74656, as they are fooled into thinking that the cloud creature offers an end to their long and arduous journey through the Delta Quadrant.

he U.S.S. Voyager NCC-74656 discovers a wormhole that leads directly to Earth; a probe detects no problematical anomalies within it. Seven of Nine is suspicious of the good news, however, and points out that the odds of locating such safe passage are infinitesimal. It is possible to communicate with Starfleet through the wormhole, and Captain Kathryn Janeway has assurances that the phenomenon is safe. She ascribes Seven's concerns to her fears about integrating on Earth.

#### The truth revealed

Seven accesses logs made about the wormhole. The captain initially believes it to be an elaborate deception, but her entries become ever more enthusiastic. Even the ship's sensors appear to be deceived, failing to recognize a vessel within the wormhole. Seven makes contact with the alien pilot, who warns her that "he knows what you want." Only **Naomi Wildman** and the **Doctor** share Seven's resistance to the prevailing euphoria, but the crew are ordered to take the EMH offline, and place Seven in stasis.

Seven is unable to prevent Voyager from entering the wormhole, and the entire crew fall unconscious, drifting into joyous fantasies. She transports the alien, Qatai, aboard, where he reveals that the ship has been lured inside a vast, telepathic, bioplasmic life form that feeds off energy.

Rather than destroy the creature, the Doctor suggests reconfiguring Voyager to act as a poison, forcing the beast to expel it. This is achieved by detonating **tetryon**-based weapons from Qatai's craft, combined with antimatter from Voyager's warp core. The mixture produces violent contractions within the beast, and Seven believes the vessels are free. The creature manipulates her desire for freedom, though, and it takes a second combination to actually release the ships.

Qatai takes his leave, and after repairing his ship travels back to the beast, intending to continue his 40-year battle to destroy it.

The most vulnerable part of the bioplasmic organism is its primary neural plexus.

#### ON SCREEN...



The crew of the U.S.S. VOYAGER NCC-74656 locate what they believe to be a wormhole that will lead them back to the Alpha Quadrant, and directly to Earth.



The crew soon lapse into an unconscious state, where their deepest desires come true. Neelix, for example, is welcomed to Earth by Starfleet admirals.



In the astrometrics lab, Seven and Naomi Wildman get their first glimpse the creature that intends to consume

A direct route to Earth's doorstep ... out of the blue. What's wrong with this

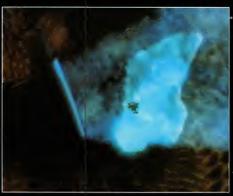
Captain Kathryn Janeway



The crew are elated when they receive a blurred and somewhat distorted image of the planet Earth, believing that it means an end to their long journey.



4 Seven of Nine transports the alien Qatai aboard VOYAGER in an effort to free the starship from the clutches of the immense bioplasmic life form.



Seven and Qatai detonate a mixture of antimatter and tetryon-based weapons inside the creature, causing it to literally vomit out VOYAGER and Qatai's vessel.

#### FILE 71 STAR TREK: VOYAGER

## 'Dark Frontier'

Seven of Nine finds herself once again in the clutches of the Borg collective when the Borg Queen threatens to destroy the *U.S.S. Voyager NCC-74656*. Captain Kathryn Janeway is reluctant to lose her crew member, however, and sets in motion a daring raid to retrieve her.

DARK FRONTIER

"You've made remarkable progress as an individual ... and as a member of this crew. For what it's worth ... VOYAGER wouldn't be the same without you."

– Captain Kathryn Janeway to Seven of Nine

he *U.S.S. Voyager NCC-74656*mounts an attack against a *Borg probe ship*, and manages to salvage
several pieces of equipment after the
vessel is destroyed. Among these are
data nodes containing information on
the movements of other *Borg* craft
within a 30-light-year radius. One such vessel
is a severely damaged *Borg sphere*, and
Captain Kathryn Janeway initiates a plan
to steal its transwarp coil.

Janeway considers it essential to review all available information about the Borg, including data files recorded by **Seven of Nine**'s parents before their assimilation. Seven views the **Hansen**s' files, and learns her parents deviated from their flight path, crossed into the **Neutral Zone**, and ignored a direct command to return home. They later chanced upon a **Borg cube**, and followed it into the **Delta Quadrant**.

#### Perfect timing

The success of Janeway's raid hinges on it being carried out within a two-minute period after the Borg sensor grid is disabled. **Holodeck** simulations extrapolate that once the grid is re-established mission failure is likely, but Seven recalls that her parents were able to investigate a *Borg cube* from within for several hours without detection.

Seven is uneasy about the mission, as she was a drone when last on a Borg vessel. She is further unsettled when contacted by the Borg via her **neural transceiver**. They are aware of the forthcoming raid, but offer to spare *Voyager* if she returns to them.

Seven discovers that her father created a **bio-dampener** which effectively camouflaged him while he was on the *cube*. The **Doctor** is able to replicate the device, and remarks on the ingenuity of **Magnus Hansen**. Seven reacts with hostility, claiming that it was due to her parents' arrogance that she was raised as Borg.

The night before the raid Captain Janeway relegates Seven from the away team, but the former drone makes an impassioned and successful case for reinstatement, claiming *Voyager* is her collective now, and that she has concerns for their survival without her.

The raid proves to be a success, but Seven announces her intention to rejoin the collective. There is no time to dissuade her, and the away team transports back to

#### ON SCREEN...



The U.S.S. VOYAGER NCC-74656 mounts an attack against a BORG PROBE SHIP, which the crew destroy by transporting a photon torpedo aboard the vessel.



2 Captain Janeway surveys the equipment that has been retrieved from the BORG PROBE SHIP, including a data node containing information on nearby Borg ships.



Seven of Nine reviews the logs of her parents, Magnus and Erin Hansen, recorded when they embarked on their expedition to investigate the Borg collective.



The VOYAGER crew conduct a series of holodeck training simulations to prepare themselves for their infiltration of a damaged BORG SPHERE.



Captain Janeway is shocked when, during the mission to capture a Borg transwarp coil, Seven announces her intention to remain with the Borg.



The BORG SPHERE returns to UNIMATRIX ZERO-ONE, where Seven of Nine is led to a chamber. It is here that she is introduced to the Borg Queen.





#### 'Dark Frontier'

Voyager only to see the Borg sphere entering a transwarp conduit.

Seven is brought before the **Borg Queen**, who claims that she was not liberated by *Voyager*, but rather placed aboard the ship in order to experience humanity first hand—the Borg need to better understand human resistance to assimilation. As Seven regenerates, the Borg Queen accesses her memories, noting "our thoughts are one." Seven will remain an individual, as her unique perspective is of value, but she is forced to witness the assimilation of **Species 10026**.

Janeway discovers that the Borg have been in contact with Seven. Viewing the Hansen data files she sees Magnus transporting drones to his craft during their regeneration, and learns of the Borg Queen's presence. Janeway's deduction that Seven has been forced to rejoin the collective only strengthens the captain's determination to rescue her star pupil. The **Delta Flyer** is fitted with the transwarp coil, and the crew are supplied with protective apparatus developed by the Hansens.

The assimilation is a distressing experience for Seven, and she rebels by transporting four people aboard a damaged craft fleeing the Borg. The Queen is aware of Seven's actions, however, and orders the craft to be recaptured in order that the four be assimilated. When Seven pleads for their release, the Queen unexpectedly frees them.

#### Ulterior motive

The Borg Queen wants Seven to assist in the assimilation of humanity, using a **nanoprobe** virus to induce gradual assimilation, rather than a direct attack. When Seven refuses to participate she is threatened with reversion to drone status, and is confronted with the drone that was once her father. At the point of her greatest despair, Seven receives a transmission from Janeway assuring her that she will be rescued.

Despite the *Delta Flyer*'s shielding, the Borg Queen detects the shuttle; she decides that the restoration of Seven's humanity was a mistake, and that she should be reverted to a drone. Shield modulation disguises the *Flyer*'s presence long enough for **Tuvok** and Janeway to transport within range of Seven. The captain prepares to beam her team away when the Queen activates a dispersal field around the chamber, blocking a **transporter** lock. The captain orders Seven to deactivate the field, while the Queen tells her not to,

#### STARSHIP FACTS

Seven experiences a harrowing moment when she believes that Naomi Wildman has been assimilated into the Borg collective.

The Borg Queen inhabits a chamber within Unimatrix Zero-One, an immense, decentralized Borg city floating in deep space.

claiming that she has been weakened by the association with humanity. Seven's connection with the Queen enables her to advise Janeway on which piece of equipment to destroy so that the dispersal field cannot be regenerated.

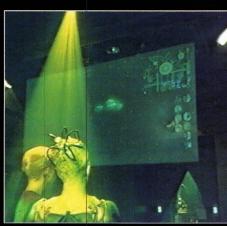
The Delta Flyer escapes into a transwarp

conduit, but the **Borg Queen's Ship** follows. The *Flyer* is damaged, yet reaches the rendezvous point with *Voyager*, where **Chakotay** ensures that the Borg do not emerge from the conduit. The transwarp drive cuts 20000 light years off *Voyager*'s journey before it burns out.

#### ON SCREEN...



The Borg Queen informs Seven that the collective deliberately placed her on VOYAGER, as her understanding of humanity will ease the race's assimilation.



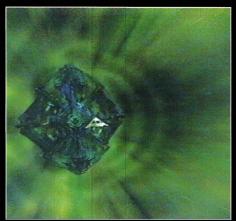
Seven is present at the assimilation of Species 10026. She is successful in freeing four individuals, however, with the surprising consent of the Borg Queen.



2 Captain Janeway mounts an attempt to retrieve Seven from UNIMATRIX ZERO-ONE, after the captured transwarp drive is installed aboard the DELTA FLYER.



Janeway locates Seven in the Queen's chamber, and succeeds in transporting her to the DELTA FLYER. The ship flees into a transwarp conduit.



The DELTA FLYER is swiftly followed by the BORG QUEEN'S SHIP, as both vessels travel through the conduit in a race to reach VOYAGER.



Chakotay orders a spread of photon torpedoes to detonate in the mouth of the conduit once the DELTA FLYER is clear. A field of Borg debris is all that remains.

### **A** update

In 2373, this **Idanian** intelligence operative fell in love with **Odo** during a covert operation against the **Orion Syndicate**, unaware that she was actually married; her own memories had been removed for her own protection and stored on a **data crystal**. (*Starship Log:* 'A Simple Investigation' [DS9]) **SEE FILES 43, 70** 

by **Starfleet** to treat and innoculate persons exposed to **theta radiation**. (*Starship Log:* 'The Omega Directive' [VOY]) **SEE FILE 71** 

A **Trill** initiate tutored by **Jadzia Dax** during her stint as a **Trill field docent** in 2370. Arjin became a host candidate largely to satisfy his father. (*Starship Log:* 'Playing God' [DS9]) **SEE FILES 46, 70** 

on the **Deep Space Nine** Promenade. **Odo** disputed **Jadzia Dax**'s hints that Lysia was attracted to him. (Starship Log: 'Shadowplay' [DS9]) **SEE FILE 70** 

ArmStrong Park A public park in New Orleans, named for jazz pioneer Louis Armstrong. In 2375, Jake and Joseph Sisko were going to listen to music in the park until Benjamin Sisko's drawing of Sarah Sisko diverted them. (Starship Log: Image in the Sand' [DS9]) SEE FILE 70

Chaotica. In 2375, armed conflict broke out between the Army of Evil and photonic aliens who mistook the Captain Proton holosimulation for reality. (Starship Log: 'Bride of Chaotica!' [VOY] SEE FILE 71

find find A continuous geographic uplift on the planet **Katarus**, homeworld of **Naomi Wildman**'s father. The **Arpasians** are known for high winds and hail. (*Starship Log:* 'Child's Play' [VOY]) **SEE FILES 71** 

mission between this **Delta Quadrant** group and the **U.S.S. Voyager NCC-74656** in 2374, inspiring **Captain Janeway** to make him an official ambassador. (*Starship Log:* 'Revulsion' [VOY]) **SEE FILES 43, 70** 



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Quadrant male blamed
Captain Janeway for
allowing the Borg to
assimilate his species
in 2374. He laid a trap,
involving a quantum
slipstream-driven starship to
lead Janeway and her crew
to a similar fate. (Starship
Log: 'Hope and Fear' [VOY])
SEE FILES 40, 58, 71

Arturis made his vessel, the U.S.S. DAUNTLESS NX-01A, resemble a Starfleet ship.



The colonists on the planet Orellius wrongly believed that astatine was responsible for rendering their technological equipment useless.

A Cardassian-controlled planet with a fueling depot. It would have been destroyed by a Maquis Dreadnought tactical missile if not for the Caretaker's accidental intervention. (Starship Log: 'Dreadnought' [VOY]) SEE FILES 3, 36, 71

**ASIMOTE, ENSIGN** A female **Starfleet** engineer on the **U.S.S. Voyager NCC-74656**. (Starship Log: 'Learning Curve' [VOY] **SEE FILES 29, 71** 

A male Starfleet officer working with B'Elanna Torres in engineering on the U.S.S. Voyager NCC-74656. Ashmore helped Torres restrain Seven when she suddenly attacked Kovin. (Starship Log: 'Retrospect' [VOY]) SEE FILES 29, 71

**asinolyathin** This pain reliever, delivered by **hypospray**, is often used to treat radiation poisoning. (*Starship Log:* 'Visionary' [DS9]) **SEE FILES 70** 

GSHOTTO A Kazon word for soldier. (Starship Log: 'Basics', Part I [VOY]) SEE FILES 18, 71

One of four components in the nucleotide marking sequence that gave **Bashir** the key to eradicating the designer disease threatening **Odo** and the **Founders** in 2375. (*Starship Log:* 'Extreme Measures' [DS9]) **SEE FILES 70** 

This ore, usually found in marshes and streams, is associated with electro-magnetic dampening fields. Stranded colonists on the planet **Orellius** blamed nearby astatine deposits for their inactive equipment. (Starship Log: 'Paradise' [DS9]) **SEE FILES 4, 70** 

That randomly emanates from between interlocking layers of space and **subspace**. A **Vostigye** space station was swept away by an astral eddy in 2373. (Starship Log: 'Real Life' [VOY]) **SEE FILES 5, 71** 

As individual who calculates a starship's course through the stars. The *U.S.S.*Voyager NCC-74656's original astrogation plotter was killed in 2371 and replaced by a Maquis crew member. (Starship Log: 'Parallax' [VOY]) SEE FILES 29, 71





The Idanian spy Arissa reverted to her true appearance after she helped to foil a plot by the sinister Orion Syndicate.





to data used to calculate and plot distances between astronomical bodies and phenomena. *U.S.S.*Voyager NCC-74656's

Astrometrics Lab used Borg technology to produce amazing

Stellar Cartography images.

(Starship Log: 'Message in a Bottle

(VOYI) SEE FILES 29, 71

The Astrometrics Lab aboard the U.S.S. VOYAGER NCC-74656 utilizes Borg technology, and has allowed the crew to plot a more direct route to the Alpha Quadrant.

**AS** Federation administrative group responsible for assigning names to astronomical phenomena. (*Starship Log:* 'Eye of the Needle' [VOY]) **SEE FILES 71** 

**asymmetric encryption circuit** A **Starfleet** ship's bridge is equipped with an intruder lockout control featuring a hard-wired asymmetric encryption circuit that is virtually impossible to circumvent. (*Starship Log:* 'One Little Ship' [VOY]) **SEE FILES 29, 71** 

This Maquis member was a friend of B'Elanna Torres and Chakotay. Atara was presumed killed after the Jem'Hadar helped the Cardassians to mop up the rebels. (Starship Log: 'Hunters' [VOY]) SEE FILES 71

In 2375, **Weyoun** announced that all of Damar's bases, including the one on Atbar Prime, were no more. (*Starship Log:* 'The Dogs of War' [DS9]) **SEE FILES 70** 

A dreary Class-M planet, hidden in the Badlands and shrouded in sensor-inhibiting fog. Athos IV was a fallback Maquis base; Michael Eddington died on the planet in 2373. (Starship Log: 'Blaze of Glory' [DS9]) SEE FILES 18, 70

Grand NCC-72015 and Captain Shelby. Atoa performed a Samoan fire knife dance at Jadzia Dax's bachelorette party. (Starship Log: 'You Are Cordially Invited...' [DS9]) SEE FILES 43, 70

The name of the underlying **Cardassian** computer program in the **Dreadnought tactical missile**. **B'Elanna Torres** thought she had eradicated this operating system, but rediscovered it while attempting to disarm the missile in the **Delta Quadrant**. (*Starship Log:* 'Dreadnought' [VOY]) **SEE FILES 36, 71** 

Huss, Daughter of A'trom, received the Order of the Bat'leth. (Starship Log: 'Apocalypse Rising' [DS9]) SEE FILES 70

Ah honorary title given the younger **Drayans** chosen to help the elderly during their voyage to the **crysata moon** and into the afterlife. (*Starship Log:* 'Innocence' [VOY]) **SEE FILES 18, 71** 

duditory nerve nibble A clinical term for an exciting oo-mox technique, as described in the popular Ferengi manual, 'Oo-mox for Fun and Profit.' (Starship Log: 'Profit and Lace' [DS9]) SEE FILES 70

The third magistrate for the **Delta Quadrant**'s feared and ruthless **Mokra Order**. Augris vigorously interrogated **Tuvok** and **Torres** before the pair's rescue in a skirmish that ended Augris's life. (*Starship Log:* 'Resistance' [VOY]) **SEE FILES 18, 71** 

This medical technique reveals when a subject is lying, based on elevated biological benchmarks. An **ARA** is impossible with a species for which no baseline data exists. (Starship Log: 'Ex Post Facto' [VOY]) **SEE FILES 71** 

autonomous regeneration sequencer A Borg system component, adapted from Species 259, that recreates Borg circuits when removed. (Starship Log: 'The Gift' [VOY]) SEE FILES 71

In 2375, this planet was controlled by the **Dominion**. **Gowron** ordered **Martok** to attack Avenal VII despite six-to-one odds against the **Klingon** force, exposing the chancellor's fear of Martok's popularity. (*Starship Log:* 'Tacking into the Wind' [DS9]) **SEE FILES 70** 

The Bajoran governor of the Prophet's Landing colony, near the Cardassian border, in 2371. (Starship Log: 'Heart of Stone' [DS9]) SEE FILE 70

An officer in a **Delta Quadrant** law enforcement group, the **Benthan Guard**, charged with safeguarding the **Benthan system**. Avik assumed **Tom Paris** was guilty of stealing an experimental starship. (*Starship Log:* 'Vis à Vis' [VOY]) **SEE FILE 71** 

A medical anesthetic stored on the *U.S.S. Prometheus*NX-59650 in 2374, when the experimental craft was hijacked by the

Romulans. (Starship Log: 'Message In A Bottle' [VOY]) SEE FILES 71

NCC-74656. Ayala has a family, including two sons, in the Alpha Quadrant. (Starship Log: 'Twisted' [VOY])

SEE FILES 29, 71

Azan and his twin brother, **Rebi**, were rescued from life as **Borg** by **Seven of Nine**. (*Starship Log:* 'Collective' [VOY]) **SEE FILES 15, 71** 

Azan, and a number of other children, were discovered aboard a BORG CUBE in 2376.



A Qomar female who feigned dizziness while visiting the U.S.S. Voyager NCC-74656 to gain time alone with the EMH, whom she greatly admired. (Starship Log: 'Virtuoso' [VOY]) SEE FILES 18, 71

MINISTEL A female Bajoran Commerce Ministry executive in 2372. Azin interviewed and then offered a job to freighter captain Kasidy Yates. (Starship Log: 'Indiscretion' [DS9]) SEE FILES 70

A Type-11 nebula found near Klingon-Federation borders. In 2293, the *U.S.S. Excelsior NCC-2000* escaped Klingon aggressors by igniting sirillium gas in the nebula. (*Starship Log:* 'Flashback' [VOY]) *SEE FILES 5, 71*